

PAPER MAYHEM™

"The Informative Play By Mail Magazine"

ISSUE #47

Mar/Apr 1991

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INSIDE!
Realpolitik
Out Time Days
Gameplan
And Much More



by INVENTIA artist S.S. Gammont

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ISSUE #47

Mar/Apr 1991

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COMING IN ISSUE #48

Out Time Days And Much More!

Paper Mayhem is published bimonthly by the Paper Mayhem Association. The mailing address for Paper Mayhem is 1518 Adams Street, Ottawa, IL 61350-4770, the business phone is 815-433-2047 with calls accepted between 6-9 p.m. Central only. Subscriptions via 3rd class bulk mail are \$24.00 for 1 year (6 issues) and \$42.00 for 2 years (12 issues) for addresses in the U.S. Subscriptions to Canada and Mexico are \$31.00 for 6 issues and \$56.00 for 12 sent by surface mail. Subscriptions to Europe are \$51.00 for 6 issues airmail. Subscriptions to Australia are \$57.00 for 6 issues airmail. All subscriptions to Paper Mayhem are to be paid in US funds by check or money order. Checks must be drawn from a US bank. The issue of expiration is printed on the mailing label of each subscription. Changes of address for the delivery of subscription copies must be received at least six weeks prior to the effective date of change in order to assure uninterrupted delivery. All materials published in Paper Mayhem becomes the exclusive property of the publisher, unless special arrangements to the contrary are made prior to publication. Paper Mayhem welcomes unsolicited submissions of written material and artwork; however, no responsibility for such submissions can be assumed by the publisher in any event. Any submission accompanied by a self-addressed, stamped envelope of sufficient size will be returned if it cannot be published.

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Play-By-Mail gaming is as the title says, playing games through mail. You achieve this by filling out a turn sheet for a game and mailing it back to its respective company. The company will then process your turn and the other players turns that are in your game and send them back to you so that you can make your next move.

PBM Games vary in the size of the games, turn around time, length of time a game lasts, and prices. An average PBM game has 10-20 players in it, but there are also games that have hundreds of players. Turn-around time is the length of time it takes to get your turn back from a company. The average turnaround time is 2 weeks. Some games never end. They can go one virtually forever or until you decide to drop. Many games have victory conditions that can be achieved within a year or two. Prices vary for the different PBM games, but the average price per turn is about \$5.00.

DEADLINE FOR ISSUE #48 (MAY/JUNE 1991) IS MARCH 7, 1991

WHERE WE'RE HEADING

Start making plans to attend gaming conventions for 1991. Already I am making plans to attend Origins in Baltimore and GenCon in Milwaukee this summer. If I have more time I may attend AndCon in Kent OH. These are just a few of the gaming conventions that will be held this year. More and more PBM companies are attending these conventions and giving more exposure to PBM. Attending a gaming convention is a great way to meet PBM moderators face to face and also, if there are several PBM companies present a way to look at the various PBM games before deciding to get into a game.

AndCon will be a National PBM Convention with several PBM companies and publications backing it. Andon Games, Flagship Magazine, Flying Buffalo, Graaf Simulations, Midnight Games, Reality Simulations, and Paper Mayhem are already backing this convention with more expected. Between 500 and 700 are expected to attend this year. Hopefully the support this year will help AndCon develop into an annual PBM Convention. Help support PBM gaming by attending AndCon. For information about AndCon write: AndCon '91, PO Box 142, Kent, OH 44240.

It seems as though PBM companies have been busy lately. Several new companies have appeared and several old companies have been revising their rulebooks. I have just received the rulebook to Portinium by Enchanted Horizons. I haven't had a chance to read through the entire rulebook and tutorial, but the rulebook itself looks fantastic! A reviewer is being assigned to the game and more on Portinium will appear in a later issue of Paper Mayhem. If the game is as good as the rulebook looks, it will be awesome!

Other new PBM companies have sent me their preliminary rules to their games. Anarchy By Mail

has a game called Galactic Anarchy, a rule the galaxy type game. Frazier Games has a game called Trade & Conquest, also a rule the galaxy type game. Richard Moscatello has a game called Stellar Dynasty, still another rule the galaxy type game. And Bigfoot Interstellar Games are looking for playtesters for their space based simulation. Flying Buffalo has just printed the 3rd edition rulebook on Mobius I.

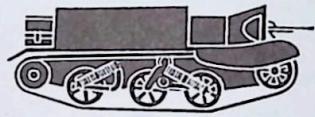
I am waiting to see if any new games pop up with the war in Iraq. I know that board games usually come around when wars start up, now will some venturesome PBM company do the same? Or will the modern warfare simulation PBM's, such as World Conquest, Company Commander, World Wide Battle Plan, etc become more popular with the heightened interest of war? Only time will tell.

Galactic Simulations will not be starting a new game of Swords of the Gods. They will be processing the games that are already in progress. Ares

Gaming has bought Swords of the Gods and will be starting all the new games.

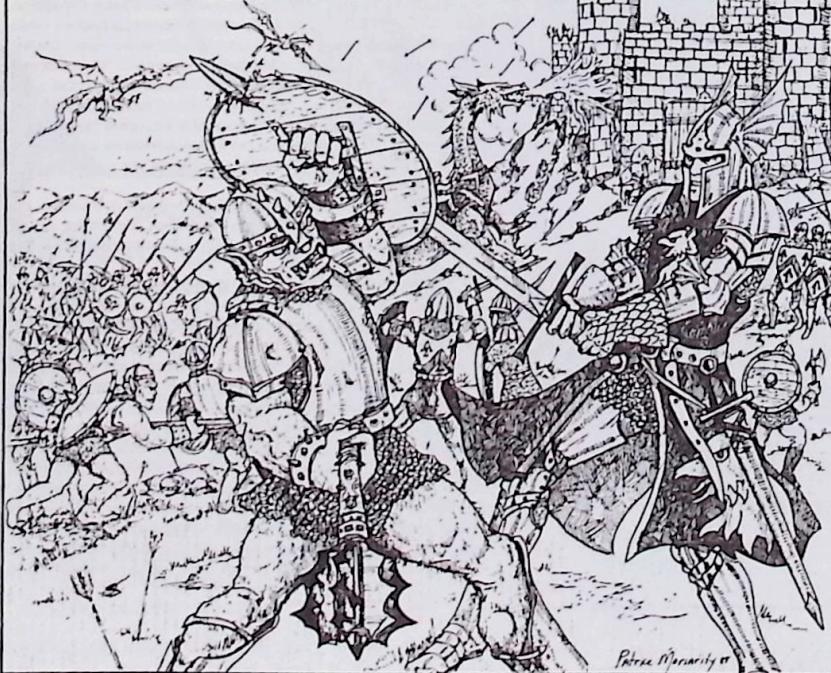
In the center of this issue is the Kickoff rules to GAMEPLAN by Andon Games. There is also an offer to play a FREE game of GAMEPLAN. Give it a try! I am currently playing in GAMEPLAN and am still in first place in my division (I have probably just jinxed myself and will lose all my remaining games). We hope to have more PBM game rules and other offers in future issues of Paper Mayhem for your enjoyment.

David C. Webber
Editor



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LETTERS

Dear Dave:

In the last issue of Paper Mayhem, Tony Baldacci wrote and asked if I was ever going to review a game I liked. This is the second time in the past month that I have been asked this question. I would like to point out that I have done glowing reviews of Quest of the Great Jewels and Swords of the Gods for **Paper Mayhem** and Heroic Age for **D2 Report**. Why is it that only the negative reviews are remembered? Is it because of the enjoyment of the engendered controversy? Or do you people only pay attention when I'm being nasty? In that case should I be nasty more often? (For those of you who watch Sylvester Stallone movies, the above questions are rhetorical.)

Vickie Lloyd

To the readers of Paper Mayhem,

In the Jan/Feb 1991 issue of this magazine, the Blue Panther Enterprises section of "Gameline" offered copies of the play-by-mail episode of, "The Chronic Rift", a Manhattan Cable science fiction talk show. Blue Panther Enterprises is not authorized to distribute this or any other episode in the series. Anyone sending money to this company for such a tape should demand a full refund immediately.

Those interested in obtaining a copy of this episode can write to me and I will send you a catalog listing all our episodes. We're a small cable access program and the

only way we can continue to remain in operation is through the sales of our tapes and through the sponsorship of others.

Thank you.

Sincerely yours,

John S. Drew
Producer
THE CHRONIC RIFT
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914-969-7855

Dear Dave,

I am responding to Matt Tavenner's letter in issue #46. He is describing the programming deficiencies of many pbm games, and I agree with him to a point. Obviously the game he is looking for is Flying Buffalo's **BATTLE PLAN** and **WORLD WIDE BATTLE PLAN**.

First, all our games are simultaneous processing with the exception of Illuminati and Feudal Lords, which we purchased from others.

Second, **BATTLE PLAN** and **WWBP** do use the mid-space movement. If two countries attack each other with armies, the armies meet in the middle, have combat, and then the larger army continues on to attack the other. No "bypassing armies in the night"! Battle Plan has been that way since 1975.

Third, BP and WWBP most definitely DO have true

simultaneous combat. It doesn't matter which player number you are, what day your turn arrived in the mail, or in what order we type the moves. There can be 25 different players in the same sea space with armies, navies, and air force; and any combination of alliance, neutral, and enemy declarations. The computer handles them all and gives everyone an equal chance according to the numbers involved. We've had this since 1975 also, and I can't imagine why Mr. Tavenner hasn't heard of our games.

Come to think about it, although **BATTLE PLAN** is obviously the game he is looking for, most of FBI's games have true simultaneous combat. If Mr. Tavenner will send me his address, I will happily send him a catalog of games which have all simultaneous combat!

Rick Loomis
Flying Buffalo Inc.

Dear Dave:

I don't usually write letters to newspapers and magazines, but Matt Tavenner's comments in issue #46 were so badly misguided that I feel compelled to speak out.

First off, there are a lot of excellent PBM games out there, the vast majority of which do not process turns simultaneously. And to suggest that these games are somehow fraudulent, and that their programmers are second-rate, is absolutely absurd. Many of these games were originally programmed back in the days of the TRS 80, Model I, when getting these games to even run re-

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quired some stupendous programming feats. These days, PC programmers think in terms of mega-bytes; back then, a mega-byte was a large piece of pizza. Programmers back then were limited to, at best, 64K of memory with which to work, and a major portion of any programming effort was spent searching for unused system memory in which to store information. Code was input into memory piece-meal, with active modules overwriting inactive modules, and the programmer having to keep track of when each module was available, as well as having to develop data transfer protocols between various modules. So don't tell me that these same people would be cowed by a few routines to process turns simultaneously.

I think the real reason that turns are not generally processed simultaneously is that, for many games, simultaneity is not only unnecessary, it is undesirable. Simultaneous processing is merely another option available to game designers, and its use should be determined by the type of game designed, as well as the level of detail the designer wishes to stress. Simultaneous processing is not a panacea; it comes with its own cost and limitations which must be evaluated with respect to the overall design.

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For instance, suppose you've scheduled your position

to deliver some cargo item to another player's position, and the other player doesn't arrive in time (this is highly probable event, since simultaneity requires strict coordination between two interacting positions). How will the simultaneous processor handle this? Will it halt processing for all positions, and call a GM to determine which, if any, contingency orders should be used? Not likely. More probably, the processor will either skip that order, and continue with the next, or terminate processing for the turn at that point. In the first case, your position may end up several locations away, with cargo still in tow. Of course, if you still want to deliver the cargo, you'll have to turn around and return to the original transfer point next turn—a total waste of two turn fees. In the latter case, you've only wasted a single turn fee, since you'll still be where you started.

No matter which of these two occur, though, you still end up with a very unrealistic result. While games with serial processing may also run into this type of problem, the probability of it occurring is much lower, since timing need not be as precise. Even if it does happen, though, the very nature of serially processed turn allows a GM to easily apply any contingency orders.

Another aspect of PBM which is not well addressed by simultaneous processing is the Special Action. By definition, a Special Action is one which is not programmed into the system, so any action cannot be performed while the program is busy processing turns simultaneously. Instead, Special Actions must be performed at either the beginning or the end of a turn. Want to go to point A, talk to the aliens there, and then go to point B to act on what these aliens told you? Forget it, if the game uses simultaneous processing. Serial processing, on the other hand, is well suited to handle Special Actions anytime.

I also disagree with Mr. Tavenner's statement that programming deficiencies are responsible for a large number of game flaws out there. I've already made my feelings clear on many of the old timers out there, and I can't imagine these guys being daunted by basic programming details. I believe that the two significant contributors to game flaws are: -Design flaws, and Data representation flaws.

Let's face it; designing an interesting, playable, well balanced game is a major chore in and of itself. If you want to include multiple position types, each having roughly equal chances of success, you have to tinker with the numerous characteristics assigned to each type, until a balance is achieved. You also have to define player actions at a level of detail consistent with the level at which the rest of the game is designed. An empire with hundreds of ships should not need to worry about what each ship commander has for breakfast. I'm sure there are many other factors (including profitability) which need to be considered when designing a game but, since I'm not a game designer myself, I'd really hate to speculate on further specifics. My main point, though is that the design process presents many opportunities for flaws, without having to dream up new sources.

Once a game design is complete, I'm sure that most, if not all programmers currently working in the PBM field are capable of implementing the game on a PC. The real problem comes in when modifications are required or once the game is in the field, when players begin suggesting enhancements. I don't believe, though, that these problems are caused by substandard programming. While well-structured, modular code may ease modification, even spaghetti code can be changed.

The real problem lies, I think, with the inadequate amount of time spent designing data bases and structures for the game. The efficiency of their design determines directly many of the limits on expansibility. For instance, if a particular piece of information is bit-mapped, it is limited to two values, 0 and 1. If you want to add a third value the way in which this information is represented must be completely redefined, and significant, often times prohibitively extensive, changes to the code must be made. Other types of limitations, usually much more subtle, maybe incorporated into your data representation schema. The bottom line, though, is that time spent considering the ramifications of your data representation is time well spent.

At any rate, I don't want to dwell on this too long. If Mr. Tavenner happens to like games with simultaneous turn processing, mid-space movement checks, and simultaneous battle programs, I hope he finds them, and I hope he enjoys them. But the mere fact that most games in the PBM arena do not measure up to his concept of perfection does not give him carte blanche to lambaste an entire industry.

Phil Krauskopf
Dayton, Ohio

Dear David,

This letter is in response to Mark Macagnone's Review of Kings by Dragon Games in Paper Mayhem, issue #44.

Because Marks' article, I decided to give Kings a shot. What particularly intrigued me about Kings was the flexibility allowed to the player.

Now Kings is not a game for players who expect timely turn arounds. Justin Bunnell, the G.M., is still into "fine tuning" the game, and "doing it right" takes precedence over "doing it quickly."

As for me, I decided to maximize the "anything is possible in Kings" presumption. Giving my imagina-

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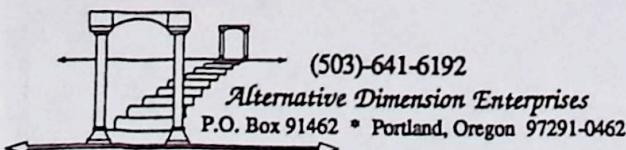
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tion free reign, I created a unique race with unusual attributes, while fully justifying my intents with umpteen pages of explanations.

True to Mark's predictions, the G.M. provided a special memo to me - Five pages long - implementing my imaginative approach while delineating what I could do and what he, as G.M., had to modify. Needless to say, I was extremely pleased. Here at last, is a PBM game that concentrates on the creativity of the player to "MOLD" his or her position in the game.

And Kings allows for players mistakes during the first 3 turns, the G.M. "corrects" your errors and "protects" the player from harm after that, you're on your own!

Now, Kings is not for everybody. The game rules are, at best, vague - especially with regard to economic and troop/army generation and power. But this is a small price to pay, as the result and player flexibility more than makes up for this.

Kings lacks, "Wow'em" graphics & specific, cause and effect rules. The graphics, I'm sure, will come as more and more players "discover" this wonderful PBM game. As for the nebulous rules, this PBMer appreciates the rules' flexibility, because- "anything is possible in Kings!"

For a unique gaming experience, I urge your readers to write Justin and give Kings a try. Imaginative players - who love flexibility - will, I'm sure, love this game as much as I do.

Richard R. Belanger
Cromwell, CT

An Open letter to Mark Macagnone from Hugh Bayer,
pres. of Entertainment Plus

Upon reading your rather negative review of Adventurer's Guild back in issue #45 I became quite curious as to how the many people who enjoy the game would respond. I thank the players who rose to your attack in issue #46 (a counter-review by Spike Jones and a letter from Mark Riedel); both did a wonderful job of informing the readers about the game of which you wrote "It would not be fair to the gamers out there if I didn't warn them about this game."

Since Spike and Mark brought to light many of the features and aspects of AG which were left out or glossed over in your review, I only wish to point out a few items and ask a question or two.

You wrote "I will live with what I say...", but might you like to reconsider the statement "it (AG) was a Clone, in fact almost an exact copy, of DUELMASTERS by RSI?"? In a conversaion I had with a RSI representative during GenGon 90 he said quite the opposite. Of course you're still welcome to hold onto your opinion.

A friend of yours (a paying player) was quick to take over your review adventurer when your free review position ran out. You knew when you wrote the review, and doubly so now, that many of the gamers out there enjoy AG. Perhaps you noticed AG was listed in the top ten pbm games of 1990 on page 2 of Paper Mayhem, #45? In light of this, do you feel that you review games with gamers' interests in mind?

You mentioned striking an opponent in combat, then later seeing the opponent without any wounds. Might you have missed a half-troll regenerating wounds, or an elf using the Heal spell? And by the way, does Duelmasters have nine possible adventurer races?

Lastly, in the final few paragraphs of your review you "decided to give this game a special test." This included trying out some of the many options that AG offers. I'm glad you got around to experiencing a few more aspects

of the game, and I got the distinct feeling that you actually enjoyed the results. By any chance has your opinion of Adventurer's Guild improved at all?

Sincerely,

Hugh Bayer
Entertainment Plus

Dear Dave,

I find myself in an awkward position about my review of The Adventurers Guild. It seems that people find it amazing that I can write such a review as I did for this particular game. So I felt that I should clear up a few things about why I wrote the review the way I did.

I will give you, the players of the game the step by step reasons for that review.

(1) This particular game only allowed me 6 turns of play for the review position. Yes folks, only 6 turns. I usually play 25 turns in an open ended or to the end of a closed ended game.

(2) I have played DuelMasters and I did feel that this game was a clone of it.

(3) At the time of playing this game, none of the new (?) special opportunities were available.

(4) After the review, I spoke to some players and found that most, if not all, of the "special encounters" were eliminated! WHY?

(5) So, what's the problem?

I was berated by one of my best friends and was told that this review was not up to my usual good standards as far as being objective to the game. He did not object

to the negative review but to the way I reviewed it. And I am sure a lot of people who read my reviews find it disturbing that I can go the way I did. But if you look at my other reviews you will find that I do go all out for the reviews.

Because of my reviews I know that there is an influx of new players joining. The same has happened with every game I've reviewed so far. Now don't get me wrong. If I don't like the way the game is, I will review it accordingly. I review for the players, NOT THE GAME MASTERS. I don't get special treatment from any of them. And I drop as soon as I've finish the review. I play the game for two reasons, (1) I enjoy playing and (2) I think I can give the other players and new comers to PBM's a sense of what the games are and how they are played.

As an example I sent out 20 form letters to different companies recently. Out of the 20, 14 responded and I'm now in 10 of these with 4 rejections. Not bad. All of them have given me the chance to play their games to the end (closed ended) or up to 25 turns (open ended). All of those that rejected my request wrote explaining why, and expressed that since they already have a review position filled they will put my name in the file for future games. This tells me that I must be doing something right.

When a game master tells me "Hey, if you give my games a good review I'll let you play for free". I tell them where they can put their games (believe me when I tell you that I've had this happen only once so far. I will not tell you who it was but I can say this, They don't exist anymore).

As for Mr. Mark Riedels letter. Maybe you should go back a few Paper Mayhems, to find my very first review

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on Destiny in the Capsule. It wasn't even half a page long. He makes a point of the fact that my review was too short and because of this my review was bad. Your opinion is your opinion. But I found Mr. Spike Y. Jones' article more interesting to read. And I thank him for giving the game another point of view (and no I was not whining over 5 gold crowns. Even though they are very hard to come by).

I do hate to give bad reviews, but I will stand fast to what I wrote, what ever the results of the reviews are. Who knows, maybe players will flock to the game just to see why I didn't like it!

I hope I didn't offend the Game Master of AG. It's just that I didn't like the game. Not because of the fact that it was an Arena Combat, type game but it was not a good value for the money at \$9.50 a turn.

Still, again, I will stand by my review as it is. I do also hope that my next bad review will not cause such a stir. Maybe it will, it's more interesting to see two views on the same game back to back. A thought to ponder. Maybe I'll take up another friends idea of reviewing the same game for different points of view. Siskel and Ebert anyone?

On 12-27-90 I received a letter from Hugh Bayer from AG. In it he expressed the fact that... (you can see the whole letter in issue #47 or #48).

"A FRIEND OF YOURS (A PAYING PLAYER) was quick to take over your review adventurer when your free review position ran out"

Yes he did! He and I spoke and wrote quite often and talked a lot about the game. I did give him my character because he did enjoy the game a lot! Maybe I did the right thing by doing this?

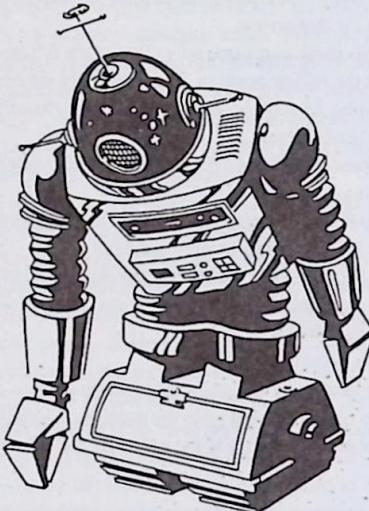
Also, if I'm not mistaken, my opponent in the par-

ticular game I mentioned was neither elf nor half troll but a human whom I smacked with a long sword. All he said was ouch. No wound appeared.

As for the "many aspects of the game" these were already in the game to use but because of their nature (it involves gold and betting) I could not use them to their full potential". As for changing my mind, sorry but my review stands.

Until the next review....

Good Gaming
Mark Macagnone
Reviewer



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6 Paper Mayhem

THE CLANS OF TROVE

By Steven Schmidt

Clans of Trove is an open ended game set on a primitive world (pre-gunpowder) where wandering clans are the prevalent social group. Towns and cities exist as trading centers. Players usually start out as leaders of clans but may begin as minor city officials, working their way up in power and prestige through wise use of politics, bribes, influence and military power. Important city positions will vary from city to city but should include religious positions, political, merchants' guilds, theives' guilds and the military. The ultimate goal is to become High Emperor of Trove.

While the rulebook does give a fair amount of information about the game, most of the game information is gained as you play. This extra information is sent to each player as he moves about the map, meets other clans or attempts specific actions.

The following is a continuing article that is seen in the bimonthly newsletter.

Excerpt from the chronicles of the Sage's Search

Bracose the sage announced to the people of the small village that it was time he was moving on. Many smiling faces escorted the sage and his apprentice, Minup, out of the forest. The pair set out towards the Forgotten Sea.

Bracose took a deep breath, "Smell that, my apprentice. Nothing like sea air to get the blood up...that and Verex venom. That reminds me of the time..." but before Bracose could tell Minup one of his many stories, a tired and worn out youth came stumbling up from the direction of the sea.

"Master Sage!" gasped the youth, "He told me I would find you here...you must come with me!" and he lead them towards the beach and a waiting ship.

The ship was a light galley, built for speed. It looked just able to cross the narrows to the city of Rojah. Pointing the way was a staff mounted on the front deck and upon it was a banner Bracose had never seen. "Who's ship is this?" he asked.

"This ship belongs to the clan Rat Pack...they owed my father a favour." He explained to them why he was looking for the sage. "My brother has fallen to a sleeping sickness. It has been seven days and he still has not wakened. My father brought in the finest physicians and even the priests of Dratsum, but to no avail. While I was out buying herbs for yet another remedy, a monk came to me and said, 'Find Bracose the sage across the Forgotten Sea...he will be coming from the forest. He will know how to help.' And the monk was gone before I could ask him how you could help or when I was to meet you."

Bracose spent the rest of the short crossing, finding out what was happening in the town and any news of the Emperor they could give him. Minup, the apprentice, was left to himself as he hung over the rail and fed the fish his lunch.

The Port of Rojah was, like many other's that trade with the clans that travel the land of Trove by both land and sea, busy. As they walked past the many trading stalls, an old beggar woman came up to Bracose, "Master Sage. You must wait when you see the sleeping one...HE will be there" and she quickly blended into the crowds and was gone.

Bracose only raised an eyebrow and continued on.

Upon reaching the house and entering it, they were greeted by a cloud of incense and many Dratsum priests chanting over the bed of the sleeping brother. "Back up!" Bracose yelled, "You're mak-

ing enough noise to wake the dead!" and the quite confused priests moved back to the walls muttering things about rights and laws of the church.

Bracose just stood silent and waited as he was instructed, when a knock came to the door and a bearded monk came into the room. "Glad to see you waited" he said. To the apprentice, forgotten in the corner, it seemed like the monk's words were spoken in his head. The priests too, were looking at the monk in confusion. "Just wanted to warn you not to go to the festival of Zabda, but to see the Oracle."

With no concern for the confusion for the others, Bracose said "Why did you do this to the boy? Why not just tell me like you did any other time?"

"I was busy..I knew this would get your attention. No harm done." He touched the head of the sleeping boy and disappeared in a flash of light.

The priests fell to their knees and stared forward in shock. "That's odd," the sage whispered to his apprentice "You would think they had never seen their god before." And he quickly left the room with Minup in tow, before any of the priests could ask him what had happened.

Clans of Trove is run by Yellowseed Games. For more information contact them at:

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OUT TIME DAYS (part 1)

A Demonstration Game

Edited by Werner Freitas

Welcome to the first segment in the Out Time Days demo. Unlike most demos, this series will focus on events that transpire within the game, rather than a small group of characters. This first piece is known as the annual Bash that is held on Kolob. It is an unusually long piece for a player to receive (being the work of many, many players), but makes for a good introduction on the ways of Kolob. For more information on OTD, write for a free pamphlet from Twin Engine Gaming (see ad on next page), or read the review in issue 42.

A brief note on the various factions in play at this time. The Black Guard are a rather self-serving, evil group. They are directly opposed by the White Guard. The Kolobian Liberation Organization is devoted to stopping change and is wilderness oriented. The Yenro are worshippers of the Time Traveling deity known as Shandra. The FREGA are information brokers. The Brotherhood is a group of magicians and mentalists. The Kolobian Anarchists of Safehaven are a group of mercenaries. Now, on with the Bash.

You make your way to the Best Inn this fine morning, and the world seems to be in a good mood. There is a light mist in the air this morning, but the temperature is fine, and the city seems exceedingly peaceful- more so than even the Time of Peace seems to call for from the natives of the world. At the entry to the Best Inn, you are met by a Ghumble youth who checks all of your weapons. He goes on to explain that extra precautions have been taken, thanks to Arioach Elamondis and the White Guard, to insure the safety and pleasure of all. No items are allowed within, other than normal clothing or armor. Those bringing food and drink can leave them here where they will be properly distributed. Having checked your party, the youth takes your arm and escorts your party to the top floor for today's festivities. After walking the many steps, you enter the party area via a large archway that has been strung with vibrant streamers, and the Ghumble announces you to the rest who are assembled. He then gives you a deep bow and makes his way back down the steps.

As you enter, you notice a fellow sect member in the crowd with whom you wish to speak. You shout her name, but she does not seem to hear you. You press your way through the revellers in an attempt to catch up with her. She is making her way towards a doorway off of the east side of the main room. When you get to the doorway, you find that your friend is nowhere to be seen. Funny, you could have sworn

that she was just here. Instead you find an Inuhp wearing a black cloak and a tall pointed hat with a wide brim. She is stirring a large steaming pot filled with some sort of liquid. The doorway is covered by a large black tapestry with a silver pyramid embroidered on it.

"Ah," croaks the elderly Inuhp, "Another Traveler bids entry into the Brotherhood's domain. We welcome all at this time of celebration. You are free to enter."

Well, it seems as if you have found some Bash festivities. Your group proceeds to pass through the curtain when the Inuhp screams out "WAIT! To pass through the curtains of mystery, one must sample the witches brew." She hands you and your followers mugs of the black, steaming liquid. You glance at your followers, hesitant to try this strange concoction. "Drink, and be initiated into the mysteries" the Inuhp whispers and gives you a wry smile. You cautiously sip the warm bubbling liquid and find that it is very tasty...and VERY strong too!! The Inuhp smiles and gestures for you to enter the room.

You enter the room and are immediately struck by the large stepped pyramid in the center of the room. On each level there are a wide variety of foods from which to choose. The illumination of this room is provided by a large, glowing eye that is hovering above the pyramid. The room seems to be quite busy, with many individuals talking, eating, and generally having a good time. You make your way to the pyramid in an attempt to get something to eat when you hear a Brontz shout "All quiet so's the Elder can speak!" The murmuring of the crowd dies down and at the front of the room you see a handsome man in an earth style tuxedo rise to address the crowd.

"Welcome all to the festivities! If you do not recognize me, I am Jerome David Madison, the leader of the Brotherhood sect. I will make my comments brief, as I know that you all want to get back to the merriment. Let me welcome you all to this gathering and re-

mind you that the Jerome David Madison Brotherhood is interest-

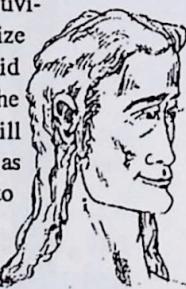
ed in promoting the mystic arts on Kolob. All who are interested should contact us for more information. Let us now have a minute of silence so that we may give thanks to the Gods for this wondrous holiday." You bow your head and notice that most others in the room do likewise. After a brief period of silence Jerome

says, "I hope that you all enjoy this 'hospitality room'. May your days on Kolob be forever fruitful. Ewige Blumenkraft!" The crowd responds in a thunderous applause and then the noise level returns to its former volume.

You decide to walk around for a bit enjoying the party atmosphere around you. As you mill about, you keep overhearing people speaking about having their fortunes told. Thinking that it may be a way to relax and have a little fun, you ask directions to the area.

You are directed to a corner of the room and when you arrive there, you notice a small table and an ancient Albnose sitting behind it. Before you have a chance to say anything, the Albnose whispers, "Have ye come to see that which is ordained?" Turning to face the elderly Albnose, you see him motion you forward. Almost against your will you take the seat in front of the table before him. As you sit, he continues to speak, "We have seen all there is and can know all. However, the Prophecy prohibits certain knowledge from being released, but I will do what I may. You are one of the privileged ones."

Laying out a well worn deck of cards, he has you shuffle them then takes them and turns them over one at a time in a formation on the table. As he lays each card down, he describes the card and its influence: "You are a mature emotional person. Your current outlook is one of complete expertise, mastery of all things. The opposing influence is one of paying your debts, money or otherwise. If you continue as you have been doing you may experience coming home after a long period of absence or leaving an undesirable place. A while ago, you experienced having many choices (the best choice was hidden). You are passing out of a time of being imprisoned within yourself. You are passing into a time of traveling. The relationship between you and the environment is one of competition or a fight. In your environment is a very experienced leader. Your hopes and fears have to do with a person who has newly discovered a way to grow. Some time in the future, you will experience death and then rebirth, cleaning out."



Well, all in all it seems that the next year will be a fruitful one. As you stand to leave he tells you, "Although ye have seen things others may not, your future is not set. Your actions will have a great influence on what is to come."

You thank the Albnose, and depart feeling a bit more secure about your future and wondering perhaps if it will really turn out as planned.

You spend some time enjoying the hospitality of the Brotherhood and then decide to return

to the main room to see what is going on. Crossing the expansive floor, you note a large table set up where the annual Schnouts Tournament is about to begin. A small speaker is mounted directly above the table and from it you hear the voice of the announcer.

"Hi, folks. This is Dee Lher with the game of the year. There were originally 22 players seated around today's table, ready to test their skill in the ultimate gambling endeavor. Played only at the Bash, and during the mythical 'Origins', Schnouts seems to hold the most appeal to Time Travelers throughout our world. Briefly, the rules are to obtain 31 points with cards of the same suit, or three cards of the same value (worth 30 and a half points). You only have three cards with which to play, and may swap one or all of them with the three cards in the center pool. Play goes on until someone has either 31, or 'knocks' (in the latter case, play proceeds for one more round). The deck is similar to a Terran deck composed of cards with a value of seven or greater, yielding 32 cards. Face cards are worth ten while an ace is worth eleven. The dealer has the option of playing the three cards they dealt themselves, or instead taking the yet unseen three cards that will make up the pool. Play then starts to the left of the dealer. Winning is not the object of the game, rather not losing is. After you have lost (or tied for losing) one marker is removed from before

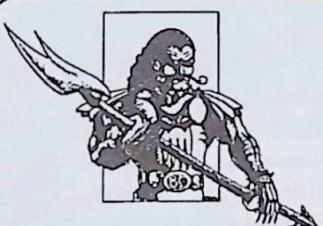
you. You have only three markers total, and the last person with a marker is the winner. I won't go into the actual betting for the game, since that lesson will take too much time. Besides, this is a special winner take all event today.

"Today's game is filled with skilled gamblers, though we've seen the elimination of most of them in the semi-finals. The finalists are Abernathy, Drake Morgan, Jerome David Madison, Rhumpus-Chubbyknuckles, and Tonsil X Radius. Drake loses the first round. Rhumpus and Jerome both lose the next. Abernathy hand three. Rhumpus loses the next two and is out. Drake's gotten 31 on the deal, and Abernathy and Tonsil both lose out. Tonsil cashes in on the next one. Lots of swapping on the next hand as everyone pulls in with three of a kind, except Abernathy with a 31; looks like Tonsil is out and everyone is down to just one more chance. Drake falls victim, unable to get over 17 with the lighter deck. And Jerome wins the contest, thanks to a hand of 30 that beats the 25 that Abernathy manages. So it will be Elder Madison who will take home the 550kmus prize. Congratulations."

After joining in on the applause for the famed gambler, you move off to the dancing area. Food and drinks are scattered about the edge of this region, allowing those who are lounging to resupply themselves with a bit of energy at the same time. A small podium is set

at one end, to allow the inevitable speakers to spread their announcements to the gathered masses. Since the dancing has died down recently, it appears that a few are using the time to make their speeches.

A flushed young male Time Traveler rushes to the podium and wipes furiously at his cheek while winking at some lady in the FREGA section of the audience. "My Fellow Travellers, give me a moment to catch my breath from dancing. Kolobian waltzes really can take it out of one. I am going to have to work out more at the Tanda Canteen I see. "Now, I, Beren Palintir, a Baron of the FREGA, have been given this great honor by Marquise Ariel E. Francis, the beautiful and beloved leader of the FREGA, to announce the winners of the FREGA Bard's Contest. I can say that my associates and I have washed down many pieces submitted to us with Kolobian wines ... but that we have finally found pieces worthy to be served to Kolob. May I have the envelope, please ... "This years' runner-up is 'The Neverquiet Man,' submitted by Militant Aldo Wishbone (who tied for first last year, I believe)," Baron Beren says as the audience politely applauds. Beren continues: "I am pleased to announce that for the second year in a row, Frater R.T. Firefly is the co-winner, joined this year by Novice Arwen al-Khalib. Time is short, so I will ask our Kolobian poet laureates to save



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OUT TIME DAYS is a highly interactive role-playing Play-By-Mail game with turns processed weekly. It has received excellent reviews, notably from Flagship and Paper Mayhem. Turn cost is \$5.00. The game is open ended and 99% computer moderated. The rulebook may be obtained for \$5.00 (refundable with startup). A special startup is available that gives you the rulebook, the startup turn, and five turns for only \$15.00.



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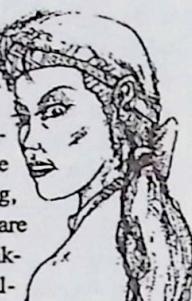
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their recitals until the next issue of Time Lines." A hearty cheer erupts as Arwen and R.T. are brought forth to receive a well deserved round of applause and the 100,000 MUs prize.

Flush from his victory in the Bard's Contest, Arwen scans the room for the Marquise, finally finding her seated at a small table with her husband at the rear of the hall. Approaching, he notes that the Francises are holding hands, but not speaking; he bows before them, almost fainting at the sight of the Ariel's rather risque low-cut gown, and in a slightly flustered voice asks the Marquise for the honor of the next dance. At this, Scout Scott K. Francis growls softly, obviously jealous of those who would pay more attention to his lovely wife, until he is suddenly lifted from his chair by Countess Meara Mirago. Imposing her considerable and well-muscled bulk between Arwen and Scott, Meara says, "Shall we dance?" Scott starts to protest, but finds himself being hauled to the dance floor by Meara, who explains, "Mi amigo, my words were not a question, but a statement." Resigned to having to share his wife, Scott loosens up a little, and is actually seen to crack a small smile in response to one of Meara's witticisms, probably something semi-suggestive concerning the over 2,000 kilos of jello the FREGA have left in Imperator Jerome David Madison's room. "It's a long-running joke," Meara explains.

The dance area again begins to fill. Baroness Sarah-Katherine o'Tintagl appears to be the talk of the ball, as she seems to beckon all to dance with her, including Beren, though the Druid Hydro Gyro is continually seen cutting in to replace the male figures. Arwen al-Khalib is also highly interested in the person of Izzy O'Bannon as the two yellow clad figures dance about the room. Meanwhile, many others are taking the opportunity to dance with Ariel, including Beren again, who favors a medieval pavane; R.T. Firefly, who leads her through a late 17th century court waltz; and Baron Grot, who is dissuaded from slam dancing only by the appearance of one of Ariel's followers in Plate Armour. Meara too appears to be the hit, as she accepts dances from all of the noble gentlemen at the Bash.

The dining and dancing go on for some time, then a call is made from the podium. Atop a pedestal stands a very round and white Inuhp. She calls for quiet, and most give in to her call. "As is always the custom, the various sects and organizations are asked to donate door prizes to help 'enliven' these festivities. The first gift is from Doc-Tor Elektra Astra. The famed scientist and druggist has offered a donation of 100



Ariel E Francis

Doses of Bodyguard to better ones living though science. The winner of this is Fernando Smith. From Muhammad Aieee! comes an introductory combat kit. This includes two Leather Outfits, two Throwing Star Sets, and ten kilos of Lifeblood (for that time of need). Seems that he's thought better of including the Neverbreak Swords that would have gone with it, but who can blame him. The winner of this prize is Jack O Shadows. Guess you can give your fellow sect member the NB Swords now, eh? Overlord Zandtar Von Graften and the BG are donating five Erbstyl Nuts. Remember folks, these things are illegal to have in your possession, but they sure can wake you up. These go to Drake Morgan. We've got a Black Guard sweep going so far. Frater Padraig D de Braemar has offered up a 'Progressed Astrological Chart' and the winner is Mordred Mothlight. With Mordred being so new to Kolob, I think I could offer up a prediction or two myself. Lastly, we have a whole slew of things from Marquise Ariel E Francis and the FREGA sect. One Neverbreak Sword each goes to Arioach Elamondis, Iakin Trantor, and Padraig. A trading kit with 100 Beast and 100 Small Carts is won by Beren Palintir. 100sq m of Structure is given to three different individuals, these being Izzy Shtupper, Myrddin Emrys, and Doc Savant. Now all you folks need is a plot to put the structure on and you've got your own house. A wonderful fashion selection is next. This includes 25 Expensive Outfits, five Pendants, five Earrings, and 25 Necklaces. Renfield Kane is the fashionably dressed TT who wins it. Three information packets are up for grabs. These include the element prices in five cities of your choice. The winners are Robin of Locksley, Jatham Traquel, and Aigburth Vale. Lastly, the donation of the services of two Merc Vs and a Merc VI go out to Cedric Rainier. No boozing now, just because Cedric is FREGA. After all, the drawings were totally random in nature, so there is no telling who will get what. I've been asked to inform you that the great Sect Leader Debate is about to start, so you should move off towards the other end of the hall now."

You move with much of the crowd towards the large room that will house the debate. It seems that every single TT present has plans to attend, except for Runesire, who is taking advantage of the lack of competition to taste-test everything Zandtar Von Graften in the buffet. Again.

The sect leaders are seated at the front of the room, from left to right: Zandtar von Graften, leader of the Black Guard; Carew N. Crawe, Yenro; Jerome David Madison, Brotherhood; Ariel E. Francis, FREGA; Frez B. Killhart,

KAOS; Lancelot Dulok, White Guard; and Hydro Gyro, speaking for the KLO. Striding up and down at the front of the table is R.T. Firefly, resplendent in his black tie and tails. He is the moderator for this event.

Finally, everyone is seated. R.T. Firefly calls for quiet, and the noise dies to a dull roar. "Everybody has been asked to submit their questions in advance," he calls out, taking a quick sip from the glass of alcohol in his hand. "And the first question is from Elder Jerome: 'What do you view your sect's role to be in the crisis foretold in the prophecy?' Frez?"

"I have no sure knowledge of this," Frez says, looking bored. "Give me a few days and I'll get back to you on that one."

"How about you, Ariel?" asks R.T. with a love-struck look at the gorgeous leader of the FREGA.

Reaching down to stroke the katana that is rarely missing from her side - but has been left at home in respect for the Time of Peace - Ariel patiently returns R.T.'s smile and says: "Our role in fulfilling the Prophecy will be multifaceted. Our army may be awe-inspiring, but this is not our only asset. The extensive FREGA information network and vast skills and powers of FREGA members will play a key role in the coalition I expect to be forged to combat the common enemy. By working now to ensure the balance between sects, we can ensure that when the time comes, all will be ready to work together to defeat the common enemy."

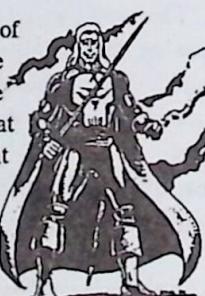
R.T. Firefly glances in the direction of the fuming Overlord of the B.G., and quickly calls out, "What about the Yenro? Carew?"

Carew stands up, saying, "It is unknown what this crisis will be," he says, "To say what our role will be in such a thing is not answerable at this time. All we can do is to stay ready to meet it in whatever manner required." Before sitting back down, he gestures a blessing at a small group of natives chanting "Shandra, Shandra, Shandra," quietly at one side of the room.

Hydro Gyro stands up next, saying, "Our goal is to restore Kolob to its previous state, eliminating the effects of Time meddling."

Lancelot Dulok stands up and says, "The Prophecy doth indeed hold much. Some gain little from it, while others see volumes. All feel that they may be in some way a minion of the peace that must reclaim Kolob. However, the crisis, as spoken of in the Prophecy, is quite vague, and indeed I believe only time will tell the role of the White Guard in this, our destiny."

Zandtar stands up next. He is a very imposing figure, dressed all in black. "I view the BG as being the binding force in the time of crisis," he says. "We are the sect that wants to unite Kolob under one rule and one form of government. During the time of the crisis, it is our phi-



losophy that will be needed, not continual intersect fighting. If all of Kolob were under BG rule, we could handle any type of crisis that came to us. And if the rest of you should opt to leave the BG out in the cold when the time of the crisis comes, be prepared. We will do everything in our powers to take all of you down during this time."

At this point, Lancelot Dulok stands up and is given permission to speak. "In making enemies," he says, speaking to Zandtar. "'Tis thee who doth rank second to none. I have but received all manner of communiqué' calling for thine unconditional destruction. Yet, I wonder, with enemies many, and friends so few, how can thee expect survival?"

Zandtar smiles grimly at Lancelot's question. "Scumbag," he says, his voice gaining in volume as he speaks. "Are you suggesting that the WG must use other sects to do your dirty work for you? It sure looks that way to me. Don't hide behind other sects. If you wish to threaten me personally, do so. If you must cower behind others to threaten me, you are showing us all what kind of 'brave' person you really are. I don't waste my time with yellow-bellied trash like yourself. Go grow a backbone!" By the last sentence, the infuriated Zandtar has stalked up to Lancelot and is making points with a hard fingertip in the middle of the WG'er's chest.

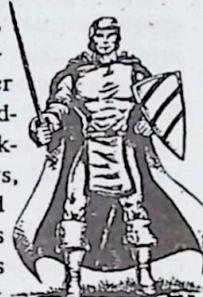
"Given the past year," Zandtar continues,

"How can you explain the non-WG actions of the WG? You've attempted to lie your way into getting Battlestars from the Merc Guild. You've attempted to lock the BG out of Harvel, knowing that the people were calling for you to be replaced by the BG. You've kept spells from the Brotherhood. And you have the highest tariff imposed upon the natives on Kolob. And you call us 'evil'!"

As Ariel stands up to keep Zandtar from breaking the Time of Peace, he grins lasciviously and says, "You have nothing to fear from me, my dear." Gently stroking her silky cheek, he adds, "Just come back to me and I'll keep you safe and happy."

Before Ariel can react, Lancelot Dulok stands, inserting himself between her and Zandtar. He calmly adjusts Zandtar's collar, looking down at him, and says, "Indeed, you are misguided my friend. Surely 'tis known that such words shall..." at which point

Ariel wedges herself between the two sect leaders and slaps Zandtar viciously, sending him reeling backwards. The crowd grows silent, and all can hear one of Ariel's followers say "bad news - that look on her face is the look she gets just before she kills somebody." Her



Lancelot Dulok

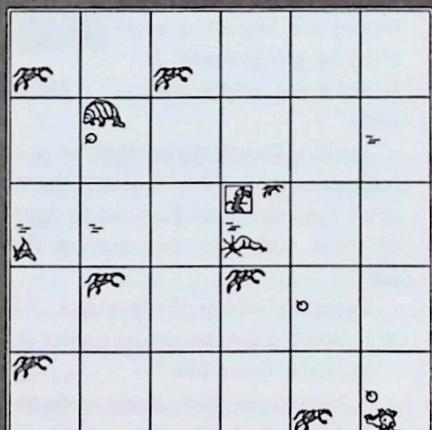
eyes boring into the quickly retreating Overlord, Ariel softly and menacingly says, "I find your patronizing and sexist attitude offensive, Zandtar, and wonder if this is yet another of your childish attempts to provoke a war. Fortunately for you, it's considered poor taste to breach the sanctity of the Time of Peace with gratuitous blood-letting." She sits back down, taking a sip of her beer before continuing: "For your information, I agree with you 100% that the FREGA have nothing to fear from the BG or any other group that ranks the mugging of a neophyte Time Traveler and the capture of an abandoned camp as its greatest military victories."

The event seems to be getting out of hand as the sect leaders begin to spout various insults and retorts at one another. R T attempts to gain order, but seems to keep losing ground as the headstrong leaders fail to pay him any heed. In the back of the room you begin to hear chants from several groups, most noticeably a large Black Guard contingent that is cheering on their leader. You are about to leave when a figure with a haughty bearing enters the room.

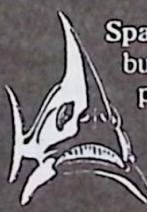
Faint auras swirl around her giving her normally green skin a variety of hues. All of the natives have quickly turned silent, and you finally recognize the figure as Yethri Iint of the Castle Aaargh!. Known as one of the greatest magicians on Kolob, you have no doubt that she will be able to gain silence and order from

Space Combat is a game of pure tactical combat...

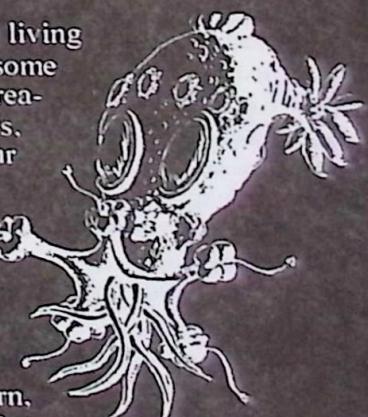
in a rather unique environment.



You'll be fighting in an edgeless contest zone aboard living creatures. Space Combat is almost all combat, with some room for diplomacy. Offensive actions include the creature's Psychic Screams to mentally disrupt others, launching Inverse Mines that will implode near your enemy, freeing Spores to destroy internals, using Nerve Pulses to paralyze pesky scouts, and Virally Infecting your opponent in the hopes of taking over their alien. Each turn comes with a special graphic printout of your ending position to aid you in planning.



Space Combat was designed to be easy to learn, but difficult to master. Every game starts with ten players, and as each is eliminated, the chances of the game ending will increase. Turn sheets are custom made on a laser printer to aid you in filling out your next turn. The games run about 12-16 turns. Cost is \$3.50 per turn. A rulebook (required before you can join) is only \$1.00.



"Space Combat is FUN! Easy to play, yet enough depth to keep any sci-fi PBM fan engrossed. The tactical laser-printed maps for the 2-D version really brings the game to life. TRY IT!" Tim Sullivan, FLAGSHIP US editor

"Well-designed, with a superbly written rulebook and laser-printed turnsheets, Space Combat is an easy-to-learn but challenging game. Its innovative design rewards tactical brilliance while giving neophytes plenty of opportunities to sharpen their skills." J.W. Akers-Sassaman

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the panel. As she reaches the front of the hall you note a Mellowgreen aura form about her and envelop the sect leaders. They quickly settle down and seem to await her words.

"Such behavior during the Time of Peace is un-Kolobian of this group, but who could expect much more from off-worlders. Ever have we had to put up with your various questions, request, and demands. However, today we wish to hear what you have to say during this debate without your long-winded scuffles that will force us to miss the Brawl and the other festivities. As such, I shall insure that this debate moves forward at a faster pace. Now, the next question is an open one. What is your definition of a merc sect? Frez B Killhart may lead, since he has yet to offer an opinion for some time."

A few snickers break out, and the head of KAOS is about to lash out when a thin Farmermaroon aura lances out and engulfs his rather soggy stub of a cigar (it has been years since he's had a new one to chew on). You note a strange look come over the fighter's eyes and he appears to be in ecstasy of some sort. Only after the aura fades do you see that his cigar is at full length and appears to be brand new. After stuttering a bit, Frez states, "A Merc sect is a sect that will take a contract from any sect to attack any other sect. It's as simple as that."

Jerome states that, "A mercenary sect is one that deals with all others on an equal basis, showing no favorites. Everything it will sell can be had by any who will pay. Thus, the Brotherhood is a mercenary sect in that we will work for all equally. Further..." A Glistenpeach aura wraps itself about Jerome. He squirms about in an effort to rid himself of the gag, but the young magician realizes that he is not yet up to the talents of Yethri and so settles down. The aura then fades.

Zandtar is eyeing Ms Iint with a note of caution before answering. "There is no such thing as a true mercenary who is also a Time Traveller." He glances at the small crowd of pro-BG who see his smile and begin to lowly chant slogans. Taking the cue, he quickly shifts to a rather fanatical tone. "Any who attack the BG will then find themselves attacked, and they can't hide behind cowardly claims of being merely hired hands. We will not let this charade go on any longer! You hit us, we hit..." The Whitenoise aura that hits Zandtar is not a pleasant thing to watch. This is no gag, but instead a mammoth thing that lunges into his mouth and appears to fill his throat. He looks to have labored breathing, but has yet to collapse, other than into his chair. The crowd is swiftly

quiet, perhaps fearing the same treatment.

Yethri nods and states, "I'm sure that will be the last outburst from the Overlord? We'd hate to have to keep that gag in for the entire evening, though the thought has some appeal. Ariel, would you like to offer a final opinion to this question?"

There seems to be some mental battle going on unseen here. After a few seconds, with a sigh, the beautiful Ariel responds. "I don't think we need to open this can of worms. Again. Suffice it to say that the opinions of enough TT's are strongly enough held that no Time Traveler can work as a mercenary."

Yethri next motions for Lancelot to ask his question of the lady. The former knight stands erect and asks of Ariel, "Methinks the FREGA hath been attempting to, shall we say, out-White Guard the White Guard. With the break-up of ye sects, how doth thee consider the 'new' FREGA to be different from the White Guard?"

"The policy statement adopted at the FREGA conclave yesterday calls for our primary goal to be maintaining the balance. As for the White Guard's goal, given their track record, well, who knows?" Ariel says, shrugging her shoulders. "Now if I may ask a question, what actions justify a military response?"

Hydro rises to stand and states that, "Any military action deserves a military response. You must meet threats of power with equal power."

Frez, nods his head in agreement and claims that, "Any attack upon any KAOS property deserves whatever it might get. Anybody who harms us will regret it." He then happily goes back to gnawing on his newborn cigar.

Carew is next given the floor. "Those who do not give Shandra the honor she deserves, or who work to change Kolob for their own goals deserve whatever they have earned. And they will get it."

"Combat is what you resort to when you have no other choices," claims Jerome. "If we are attacked, we expect to have other means available to us that will allow us to undo any harm that might be caused, and so there is little need for a military response within our sect."

Lancelot responds that, "Methinks that a military response is the only reply used by ye sects. Though we be glad to match military power with any, would it not be best to keep natives' needs in mind before destroying thine enemies?"

Yethri motions quickly and the bonds about Zandtar throat float into the air nearby. He rises with intentions to molest Ariel, but bonds quickly surround his legs and pin him in position. With a nasty scowl directly at the magi-

cian, Zandtar says, "Never fear, my sweet. So long as you remain a proper, beautiful woman, there is nothing you need fear from ME."

Yethri then allows Ariel to phrase a second question. The FREGA leader asks, "Under what conditions would you impose a hard-line or martial law government, rather than the more liberal Open and Democratic governments?"

Zandtar is now struggling against the leg bonds, and shouts, "Are you telling us what to do? We were here first, and we claim the right to do what we choose. Without any interference from those who aren't a part of the one TRUE sect, the BG!" Several Black Guarders can be seen rushing to their leaders aid at this time. However, Yethri has apparently had enough. A large Movingyellow aura lances out and the figure of Zandtar is no longer visible at the front of the room. Rather, a stone-like statue of him now stands next to the entryway of this hall. BGers are seen arguing over whether they should chip him out of the shell, or if the shell is actually Zandtar and chipping it would hurt him. Most of the folks in the hall are now wearing wide grins, not the least being Bel Garion, who seems intent on learning that spell. Yethri calls for attention, and to allow the continuation of answers.

Hydro Gyro states, "We have never needed to do so, and won't, except under unusual circumstances. What those might be I can not predict."

Jerome claims that, "Under no circumstances would we impose a martial-law government. It is not a part of the balance."

To this Carew states that he agrees, though his reasoning is that, "It is not the will of Shandra." Lancelot then goes on to agree with both of them, but cites that such a thing, "Is not fair."

Glancing about, Frez states, "Who cares? We aren't planning on it, unless it is required by Time Force law."

You sense that another question is now called for, but all seem quiet. Yethri looks about and notes that, "Since there are no more questions of interest at this time, we think it would be a good idea for us to all move to the Brawl area. Besides, it wouldn't be 'fair' to have this debate without Zandtar being able to attend, and I will not release him until the room is cleared of the rest of you." You join the others in filing out, and awaiting the return of von Graften to the world of the mobile. He shortly emerges, though a bit more subdued than normal.

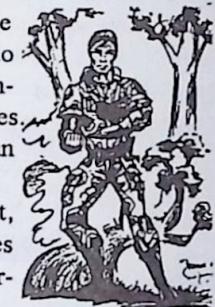
Continued next issue...



Frez B Killhart



Carew N Crawe



Hydro Gyro

REALPOLITIK

A Review By Mark Macagnone

Remember when you were a kid and your friend invited you to come over and play a new board game called RISK? Remember the thrill of setting up your armies, making walls of tiny little wooden pieces? Do you remember the cards that gave you the force of DESTRUCTION?

Remember the dice, (1) set RED and (1) set White? Think of the feeling you got when you wiped out the "ENEMY".

Well folks, again, I have found a game that has brought me back to my childhood. A game of world conquest that is the ADVANCED version of Risk. Now don't get me wrong, I'm not saying that this game is a copy of Risk, but it has the same FEEL and TEXTURE of the game we all played when we were kids with a special twist to it. Instead of little wooden pieces that looked a lot like building blocks, here you have a choice of anything from AIRCRAFT to NUKE SUBS!

I for one have found this game a very enjoyable and yet hair pulling experience. Some of the things that have occurred in this particular game that I'm in, have not happened before in the other games that are now running or have been completed. Imagine my surprise when I found my homeland being BOMBED by EGYPT! What's this! Venezuela invades Germany! Everyone seems to be out to wipe out the other players and are leaving the NPC's alone to build into massive armies! At this stage of the game there are only 6 players left out of 12.

Now lets take some time to look at the RULE BOOK.

THE RULE BOOK...DO I HAVE TO READ THIS? YES!

There are 27 pages of information within the "Bible" of REALPOLITIK. With each section explaining the why's and wherefore's of the game in ENGLISH. Each section is set up so that if you wish to know something, say naval invasions or the importance of CARRIERS, you don't have to go scrambling through the rules to find what you are looking for.

In this game there are several ways of destroying your enemies, by air, sea, land and in space! That's right I said space!

So, lets go through them and see what we are dealing with.

NAVAL: SO I CAN BUILD SHIPS????

This section describes the how's and why's for your navy. There are 5 main sections and 3 sub sections giving you details on the following:

(1) Naval Builds...Where you can build Navies or Task Forces. The Max amounts of each ship you can have in each sector that you control. How you can bypass the LOAD and UNLOAD orders for your invasion fleet. And what happens if you lose

your country but you still have fleets. Ah to be a Pirate!

(2) Movement...How your fleets move, the number of sectors traveled, and what happens when 2 or more of your fleets meet. What happens if you meet up with an ally. Splitting your forces to do more than one job that turn.

(3) Combat...What happens when you met the ENEMY at sea. What will happen if you are sending in more than one fleet to take on the enemy. A sub section on this is about the way the combat is done. I STRONGLY suggest that you read it. It can mean life or death to your fleets if you don't!

(4) Damage Points...SURPRISE...HE DOESN'T TELL YOU WHAT EACH SHIP OR AIRCRAFT CAN DO. YOU MUST FIGURE IT OUT YOURSELF! He does explain how many sweep attacks aircraft have before your ships open fire but again the GM does not tell you what kind of damage can be inflicted on your enemy. ALWAYS remember this when you are planning a sea campaign. The larger the attack force is in ships and aircraft, and the Types of ships and aircraft is very important!

(5) Transports...So you want to be sneaky and invade the guy across the Atlantic. Well here's your chance! Lets see...1 transport can carry 5 infantry and 2 tanks...hmmmmm...that means I have to build X amount of transports to attack him in sector Y with a chance of success of about 75%. Plus the ships that will be protecting the Transports, air cover...I think you get the drift. If you plan to invade by water, this is the only way you can get troops to the location that you wish to take. Again remember the Max of any type of unit is 99, so plan wisely. Also remember that you can't take any other items onto the transports except for Infantry and regular Tanks.

(6) Carriers...Oh, the joy of seeing those massive ships with their aircraft all ready to PULVERIZE the enemy. But remember to protect them! This section also describes what type of aircraft these ships carry and what they can do for attacks on both land and sea.

(7) Naval Invasion...This section is a MUST READ SECTION! If you wish to take out the Isalnds for their points or you wish to ZAP your opponent where he doesn't expect it then this is for you. You will find out how to do it and how many times it can be done with one fleet! (In the game I'm in right now, there is this one MANIAC who has done things with his Invasion Fleets that have stunned the entire world! Remember Germany?)

The next section is set up in the same way. This section is about your Ground Forces. It will explain everything you will need to know about Tanks, Artillery, Chemical and Biological weapons, Infantry. As well as how many you can

have of each TYPE in each sector. This section also has a COMBAT SEQUENCE chart. Again I STRONGLY suggest that you read it.

COMBAT BONUS: THE ONE THING THAT EVERYONE SEEKS NOT TO UNDERSTAND!!!

In the game I'm in, there seems to be some players that have not realized that this is the most important part of the game! And if you don't read this section, then you will be SMASHED very quickly! There are certain things that you can purchase that will give you an edge in battle. Through the purchase of TECHNOLOGY you will be able to buy more advanced weapons but this is not the only way to get the edge.

If you have a ratio of 4 to 1 in TROOPS or TANKS to your opponents you will get a BONUS. If you have any of these SUPPORT UNITS with your army (FIELD ARTILLERY, CHEMICAL, ELECTRONICS, STRATEGIC ARTILLERY, BIOLOGICAL, ADVANCED ELECTRONICS, or TAC NUKES) you will also get a BONUS. If you have HEAVY TANKS with your land Forces again you will get a BONUS. What I have just tried to describe to you may not make sense to you in

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this way but when you are playing the game it will mean either life or TOTAL WIPE OUT OF YOUR FORCES!!!!!! (God did I find out the hard way! If it wasn't for a friend, who has played this game before, I would be Cous-Cous right now!).

NEXT UP ECONOMICS: SO WHY IS IT SO IMPORTANT ANYWAY?

This is where you get the points for your PURCHASES. Each country has an amount of points associated with it. There are a total of 12 countries in the game, some large and some small. The countries are as follows: AMERICA, VENEZUELA, ARGENTINA, GERMANY, ALGERIA, EGYPT, SOUTH AFRICA, CHINA, INDIA, RUSSIA, TURKEY, AUSTRALIA. (You'll notice that I didn't give away their point value, you'll have to guess what they are. This way we won't have everyone going for the same nation! Can you picture everyone's surprise if they were all INDIA?). You'll be supplied this information on the point value when you sign up.

As for the NPC's, each have a point value as well but not like the MAIN countries. LAND has 2 point value and Islands have 4. Each also makes troops to protect them from us nasty world conquerors.

You can also INVEST some of your points (at a 4 to 1 ratio) to increase your country or one of your territories point value.

The rules then go into explanations of each

TYPE of AIRCRAFT activity. For example: AIR AND SEA AIR STRIKES, ANTI-SHIPPING, ANTI-SUB WAREFARE, BOMBING RAIDS, ETC. ETC. These details are a must read as well.

Remember you are the commander of your nations Armed Forces, you will be in charge of all Forces both land and sea and you must balance them accordingly. Also remember that you are up against 11 others who wish to kick the snot out of you (unless you are allied to 1 or 2 of them).

TECHNOLOGY: THE POWER THAT MAKES THE WORLD GO ROUND...

The only way I can think of to express the importance of this section is to tell you what happened to me on turn 1...

First of all I'm INDIA in this game (don't giggle). I Allied myself with SOUTH AFRICA and we planned to take out AUSTRALIA in 1 swift blow (HA, that's a laugh). I don't like someone at my back door.

I built a TASK FORCE consisting of: 1 Carrier, 4 Destroyers, 2 Transports, 10 Infantry, 10 A-6 aircrafts and 4 Tanks. A good force to try and take out 2 sections of the enemy. South Africa set up his own force to take out the remaining 2 parts of Australia. Meanwhile AUSTRALIA was planning his own invasion. He did what I should have done and bought the TECH for MISSILE CRUISERS!

So, off I go to invade him, South Africa does the same. Guess who succeeded? I ran into his 2 Missile Cruisers, 5 transports and 20 infantry. (While at sea the infantry and tanks don't fight). I was left with 6 A-6's, which crashed because there was no place to land, he had 1 Missile Cruiser left. Meanwhile South Africa took out and now controlled 1/2 of Australia. This situation remained until turn 5. But because of the lack of points (EGYPT BOMBED one of my Homeland sectors back to the caveman era), I could not finish off the enemy.

This is why it is so important to read ALL OF THIS RULE BOOK! I too made the mistake of not considering the Bonus' that you can get for certain TYPES of TECH and SUPPORT UNITS.

SATELLITES: NOW WE CAN PLAY SDI!!!

There are several satellites that you start out with and can purchase throughout the game that give you information on your enemies movement and size (SPY), as well as giving you turn points (INFO) to use so that you can start your attacks before anyone else does.

Then there's my Favorite, the KILLER SATELLITE, it can BLIND your enemy from seeing what you have and where you have it by blowing away his SPY Satellite. This can be disastrous for someone who doesn't have the points to buy a new one. This particular satellite you will have to purchase, you will not have one when you start. Also remember that this satellite is a one shot deal. It will either hit or miss its target then you will lose it.

EQUIPMENT: QUICK GET OUT THE CREDIT CARD!!!!

Then there is the section that describes the forces that you can purchase each turn, depending on how

many points you have to work with, you will be able to buy anything from: INFANTRY to ADVANCED ANTI-AIR for ground units. From A-6 to KILLER SATELLITES for aircraft. And finally PATROL SUBS to CARRIERS for your navy. All in all there are a total of 40 different unit types that you can purchase. Remember that some of these units are higher TECH units and you will have to buy the TECH (8 POINTS) to purchase them.

Each unit is described and has its cost in points listed. Plan well my friends for if you don't buy something that you may need you may find yourself in a VERY BAD JAM!

THE MAP: SO THIS IS WHAT I MISSED IN GEOGRAPHY CLASS!?

The map is of today's world. Each sea and land area has a number so that you don't have to go nuts trying to spell the names of each country. I suggest that you make up about 20 copies of your map when you first get it. What I do is use colored pencils to represent each nation and what they control. It's a lot easier to see what happened from turn to turn this way. It also helps to see which way the enemy is going. And it also shows you how far you've gone as well.

AND NOW FOR MY RATING OF REALPOLITIK: I GIVE THIS GAME THE FOLLOWING:

PLAYABILITY: 4.5

ACTIVITY BETWEEN PLAYERS: 4:

The behind the scene activity can be as much fun as the game itself, especially if you can play one off another!

GM RESPONSE: 5:

The game master is very responsive to any questions you may have, suggestions you may have to improve or enhance the game or to any revision and or corrections that may be needed.

COMPLEXITY: 4:

It's up to you how complex it can be!

FUN INDEX: 5

RULE BOOK: 3 to 4:

The rule book is all right but it needs some more emphasis put on things like the COMBAT BONUS'.

AND NOW FOR THE ALL AROUND SCORE: 5 STARS!!!!!!

So, what do you think? Interested? If so, you can join the fun by sending for the set up at the following address:

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So, until the next review...Good Gaming.
MARK MACAGNONE

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HOW TO BE AN ADVENTURER KING

By Adam Spatz

Adventurer-Kings (AK) is run by Ark Royal Games, P.O. Box 6378, Aloha, OR 97007. Each turn is \$4. There are no "optional" turn fees. This is an excellent game with a great moderator and fast turnaround. I am not alone in my opinion as the game has been highly rated in the player ratings of this magazine. AK has also received very favorable reviews in issue #42 of Paper Mayhem and D2 Report #7. If you want a review of the game I suggest you read one of these articles. This article is intended to give a new player help with their set-up, basic advice and some mistakes to avoid making. Hopefully experienced players will find some useful information as well.

SET-UP

The first thing a new player should do before designing his set-up is decide which Imperial Offices he will be trying to win. Obviously, you will try for World Emperor. Now you must decide which of the remaining offices you will be trying for. Do you want to be strong magically and become Arch-Mage Palatine? Win sea battles and be Imperial Grand Admiral? The choice is yours. Pick 2 or 3 Offices in addition to World Emperor that you will be shooting for. This helps determine the rest of the choices for your set-up.

Your next decision should be your king's race. In my opinion no race has a measurable advantage over any other. If you choose to be human you only get a bonus with one type of army. If you choose one of the 3 nonhuman races you get a bonus with 1 or 2 army types plus a terrain bonus. However, if you pick a nonhuman race your king should have Druid level 1. Also a human king will, on the average, pay less for their heroes than a nonhuman king.

Alignment is the next decision to be made. Each alignment gives a different advantage. Choose an alignment that gives you an advantage that will help you achieve the Offices you want. If you are trying for Imperial Grand Marshal then the fanaticism bonuses make Divine, Good, Evil, or Undead good choices. Prospective Arch-Mages should probably pick Pagan for the extra 10% chance to successfully cast a spell. I would recommend you keep in mind the following things:

1) There can only be one Divine and one Undead king per game. You might not be able to get either of these alignments so if you choose either of these send in another choice of alignment as a backup.

2) Divine is better in almost every way than Good so pick Divine over Good if you have the choice.
3) Although I'm sure that some will disagree, I feel that the Druidism alignment gives the least useful special ability. The Druidism alignment (Not to be confused with the skill called Druid) allows you to automatically ally with a player that you have a neutral relationship with provided he does not

try to break treaty with you that turn. All this seems to do is, if you're lucky, give you an extra turn warning of an attack. Once you're under attack this special ability is useless.

4) Choosing an Undead alignment is risky. The position is very strong in many ways but has one major weakness. Your Undead king and heroes are extremely vulnerable in personal combat to the Holy Symbol and especially the Control Undead spell. If you enter personal combat with an enemy with a high level White Magic or Necromancy skill your character will probably not survive.

Choosing your king's 4 ability levels is now relatively easy. If your king is not human, immediately give him level 1 Druid. Then just pick your abilities based on your decision of which Offices you are trying for. If you chose Grand Marshal, then take high March and Tactics. If High Priest Palatine, then White Magic and Druid is a good idea. Just remember that you can only put 2 levels into any single ability. For those who are considering a heavily magic oriented character, let me give you some advice. According to the

moderator, for approximately 80% of all the spells there are anti-spell Sage discoveries. So far I know that Kill Enemy, Oratory, and Illusionary Army all have anti spell Sage discoveries. I have not been in AK long enough to know how much this will affect the strength of magic in the later stages of the game.

The last choice is the Temper of your king. If your king is very strong and you don't want him to ever retreat pick Berserk. Choose Cowardly if you have a weak king that you want to protect. Brave and Cautious are for those kings that fall between the two extremes. A king that runs from combat is not a good choice to lead armies as he will flee from duels and suffer a -25% penalty to his army strength.

HOW TO START

On your first few turns the main thing you want to do is capture provinces. The more land territory you can take in the early portion of the game the better. It is a lot easier to successfully attack an unowned province than another player's province. Capturing land will build up your tax base, quickly

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allowing you to recruit more armies, to capture more provinces, to get more taxes, etc. You should also try to hire the independent heroes you have defeated. Sea provinces are not as important (unless you're trying for High Admiral) because their taxes are nowhere near as high as land provinces. Sea provinces do not have heroes you can defeat and hire. When attacking a province there are several things to consider. The defender gets a 25% bonus. Also, according to the moderator, the unowned provinces are 50-100% explored by their armies. If you just attack a province without exploring it, you will have about 10% explored. Although no exact formula is given in the rules, I believe this will give the defender another 15% bonus. This will mean that you need to have considerably more army strength than what the unowned province has in order to win.

It is always a good idea to take out a calculator and figure out the approximate strengths of both sides before launching an attack. This assumes that you have some idea of what you can expect to be fighting. If you are attacking an enemy this isn't possible without a spy report. An independent province's strength you can estimate without a spy report. Let me give you an example. You read in your first turn report that one of the provinces next to you is mountain terrain, populated by humans who fight in the style of Fleet and Axemen, and that the province is prosperous. The rules say in general prosperous, unowned provinces have 2 ar-

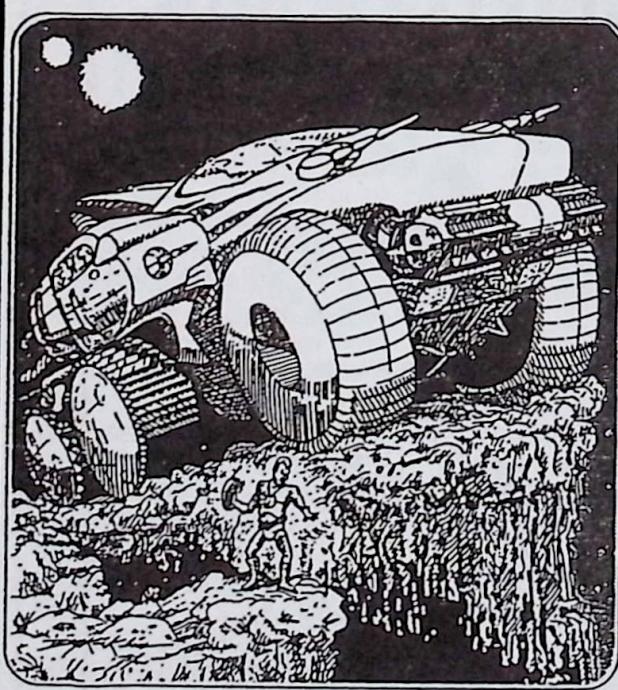
mies defending them. Assuming one army of each type is a safe assumption. Now you have to figure out their combat strength, not forgetting any race, terrain, or defender bonuses. As it says in the rules, Fleet have a basic strength of 3 and Axemen have a basic strength of 2. Humans get no race bonuses for being Fleet or Axemen. Axemen get +1 strength for being in mountain territory. Mountains are adverse terrain for Fleet so their basic strength is multiplied by $\frac{1}{2}$. The strength for the enemy army so far is $(3 * \frac{1}{2}) + (2 + 1) = 4.5$. This number must be multiplied by the army quality level which for unowned armies is Average = 2. This then must be multiplied by 1.25 and 1.15 to account for the defender and exploration bonuses respectively. $4.5 * 2 * 1.25 * 1.15 = 12.9$. So the strength of your enemy can be approximated to be 12.9. While this is by no means a sure thing it does give you some idea of what kind of force you need to send in to capture the province. If the independent hero has Tactics the strength will be higher. Also, if the leader is Good or Evil his armies have a chance to go fanatic, increasing their quality level. In case there is anyone reading this that hates math, don't worry. I have been told by some friends that I do too much figuring in this game. It does, I believe, give you an edge if you are willing to take the time to sit down with a calculator and figure things out.

The other thing besides capturing territory that you should do in the start of the game is cross train

your characters. In fact you should cross train your characters throughout the game. If your king has started with Tactics then it only helps you when he leads your armies. Your king should teach his Tactics skills to any other heroes that you plan on having lead an army. Obviously, you should not bother training your king or heroes in skills that they will never need. You should also remember that training a character in a skill above his aptitude gets progressively more difficult.

ALLIANCES

Choose your allies carefully. An ally should not be trying for many of the same Offices that you are. Otherwise you might end up fighting later. It also helps if your ally is of similar alignment. The game credits you win for Offices will be reduced if someone not of your alignment wins World Emperor. For example if you are the Divine alignment and a Good king wins World Emperor any game credits you win will be reduced by 20%. If an Evil king wins your winnings will be reduced 100% to 0! It also doesn't pay to backstab in AK. It is impossible to completely knock out another player from the game. Yes, you can backstab a player and, if you are lucky, remove any chance of him winning any Offices. If your former ally, like many players I know, takes backstabbing personally he can still stick around and make your life miserable if he is willing to pay the turn fee. So when you make an ally pick someone you want to



At first glance, Galactic Prisoners appears to be an uncomplicated game. It isn't. It is a game of discovery. As you learn, you will see that Galactic Prisoners is a large, complex game. As you learn, you will progress to more and more complex versions of the game.

You are permitted to move as fast as once a week or as slowly as you like. You determine your turn lengths. All turns are processed on the day they are received as long as seven days have elapsed.

To begin, send your check for \$18.00 to Grandel, Inc. to receive the rulebook, setup and 5 turns. Subsequent turns will be \$2.75 each. Discounts can lower the cost to \$2.42 per turn. Combat results are sent to attacked players free of charge. We accept phoned-in turns at no additional charge. Except for two rarely used techniques, there are no additional charges.

Any player who recruits a new player will be given two free turns.

GALACTIC PRISONERS

2440 AD - When expanding into the unknown regions of space, humans encountered a vastly superior civilization, the Nibor. Because of the highly aggressive nature of humans, peace with the Nibor was not possible. The Nibor were forced to destroy all humans except for a very few. These remaining humans have been placed on a portion of a large planet. You are one of those select, remaining humans. You will be studied by your Nibor observers.

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be allied with for the game.

In AK allies can be of enormous help. Allies have the obvious 2 on 1 advantage when combining their military might against a player without allies. If kingdoms are allied they can trade Sage discoveries. You can train an ally in your skills and have him train your heroes. I have 2 allies in the game that I'm in. With one ally I am training him in Druid, which he needs for High Priest, and Psychic Magic, which helps his armies in battle and heroes in combat. He's teaching me White Magic, which I need for Arch-Mage, and letting me search all his features, which will help me get Lord High Defender. With my other ally I am trading Sage discoveries and launching attacks together against another player. We plan on training each other in some skills whenever we can find the time. Between my 2 allies I have my Northern and Southern borders completely secure and only have to worry about attacks from the East and West. You can expect to have to call your allies after every turn to coordinate attacks and training for the next turn.

MISCELLANEOUS

AK offers its players a lot of options. Although the rules aren't complicated there are many of them that a new player might forget. Let me save you the trouble of making the mistakes me and some of my friends have made:

---Conquering a province uses up an extra movement point.

---Many spells don't work against certain types of monsters. Recheck the spell description before us-

ing it in a feature or you may be unpleasantly surprised.

---Most monsters in features are very tough to kill.

---The talk tactic should not be ignored when dealing with monsters. Use common sense though. Demons, devils and undead monsters are not great conversationalists nor do they always stick to their bargains.

---You can not move your armies into another player's province if you have neutral relations with him.

---Unless you are Evil, alliances are broken at the end of the turn.

---An army that is led by the Garrison Commander will operate as if the king was leading it when Druid penalties are determined.

---If you spend all the money you earn from taxes each turn and you have no reserves you will run into trouble if an enemy takes one of your high tax rate provinces or if a monster raids it. This loss in revenue could result in your armies or even your heroes deserting.

---Without heroes you can't do anything so don't get them killed.

---All heroes are useful, so if you have a chance to hire a cheap hero you should take it.

---Whether in a battle, casting spells, or searching a feature, there are very few sure things in AK.

Sometimes you get lucky and sometimes you don't,

---New innovations are added to the rules very frequently. It is hard, but try and keep track of them.

I'll say it again, I wholeheartedly recommend this game. Rules are \$2, order them and take a look for yourself.

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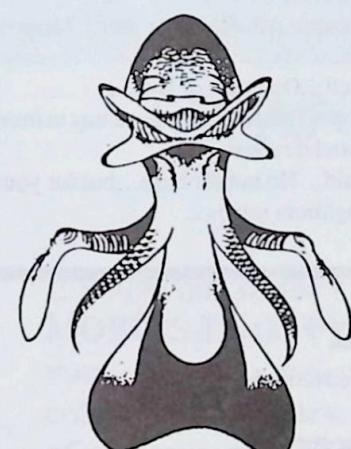
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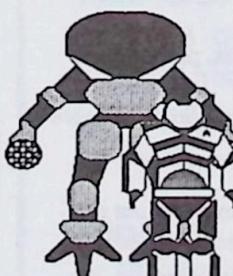
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BELTER

A Review By Mark Macagnone

You look out of your plexiglass window at what is yours to command. A colony/company out in the asteroid belt. Your concerns are economic as well as military. For you know that there are others out there who are doing the same as you are. Suddenly you hear the alert sounding...your colony is under attack!

Well, all you Space Opera fans, here is a new game that you may find interesting. It's easy to play and you may surprise yourself with the results that you may come up with.

When I first received the rule book, to tell the truth, I was not impressed. But you can never tell a book by it's cover. I found that I was embroiled in a fast paced expansion and mining operation. There are many new opportunities available as well as conflicts that can either cripple or destroy you. There are sneaky...well....

First let's take a look at what you get before we get too carried away....

The Rule Book

There are only 7 pages to this booklet. It's set up for easy reading but could use an index. The chapters are as follows:

(1) Components of the company...all you need to know about what your company contains and the importance of each.

(2) Trading posts...supplies and where you can sell excess items.

(3) The map...the most misunderstood part of the game.

(4) Communications...player to player.

(5) Turn cards and results sheet...what they are and how to fill them out.

(6) Playing the game/projects...the meat of the game.

(7) Your first turn...suggestions.

(8) Order of events.

(9) Errata.

(10) Game limits...3 positions possible in a game, but only 3.

(11) Victory conditions...3 types with rewards for 1st, 2nd, and 3rd.

(12) How much to play...\$.50 per company per turn!!!!

So lets get started...

Like I said, the rule book was not very impressive. But it did cover just about everything needed to play the game. Each section covers what you need to know to grow and compete with the other players in the game.

I can break down the main components for you here with 5 separate sections. Project Types, Research Areas, Factory Types, Central Trade, Hiring Bonuses. Each one of these Sections covers everything that you can do in the game (except trade with an allied player! This is the only thing that was not included in the game! Why, is still a mystery to me!).

When you get your first turn to fill out, you will receive a mail back card that can hold up to 15 separate orders to do. The first turn you will be able to do about 5 orders. The 4th or 5th turn will bring in about 10 orders. I'm up to turn 11 and now have 13 orders.

Choose these orders carefully...They can make the difference between failure or being the top rated player/company in the belt.

Let's go over each section:

Project Types:

This is a listing of all the types of projects that you can do in the game. Each project is listed with a letter code that you use when filling in the turn card. In the rule book it explains each project so that you will understand what it is and why you use it.

For example: New Opportunities...code "N".... As competitive business people you and your staff are always looking for new ways of making money. (Capitalism anyone????) This order will describe one of the ideas your staff has come up with and allows you to use this idea the following turn.

This order can be used a Max. of (3) times per turn.

Believe me when I say that this is one of the important Avenues for bringing in the cash you will need to increase your companies standing. Just be careful on which opportunities you chose to use. Some of them are very Dangerous!!!!

Now to list the other projects:

(1) Assault...Guess what this means...

(2) Buy...Simple...

(3) Collect...Pick up what your mines have stored...

(4) Deploy...Troops to the forts!!!!...

(5) Build Factory...So this is where he wants the toy factory...

(6) Hire...Soldiers/Workers/Scientists

(7) Investigate...Sam Spade anyone? Let's see what my neighbors are up too...

(8) Build Mine...Your Life Blood in keeping your company running.

(9) New Opportunities...As described above.

(10) Observe...So what's out there? Any new Asteroids?

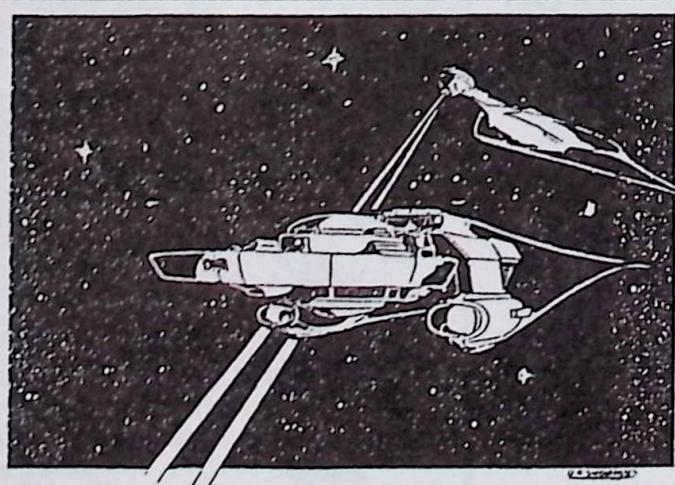
(11) Independent Research...Another way of making money!

(12) Research & Development...More on this one later.

(13) Sell...Opposite of Buy...

(14) Share Technology...a great way to make new friends and new enemies...

(15) Raid...No not for bugs...but for your next door neighbors mines...



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These are the Main Types of Projects that you will be able to use each turn. Some of them can be used more than once each turn so read the rules carefully. Also experimentation in how and when to use them is important.

For example...If you can arrange to Share Tech with a friend and do a Research and Development on the same project, say Nuclear Power, you may find that your ratings for that field may go up close to 200 points in one turn! Mine did!

There are also some other types of Projects that will come into being as the game goes on. These may range from "Special Undercover units" that will be able to steal secrets from other companies to the ability to develop new improved robotics.

Each project is described in the most interesting ways...I deployed troops to one of my mines. On the next turn when I read about the deployment it said:

"Several soldiers were found to be messing with one of the Vice Presidents daughters in an air shaft. They were deployed out to our mine in sector XXX as a disciplinary action. The Vice President had no comment except..that the moaning sounds, that were heard all over the complex, must have been due to a shifting of the upper curst." As you can see, the GM has a sense of humor.

Technology and Research Areas...

When you start the game you will find a list of 10 Research Areas. They are as follows:

- (1) Offensive Tech
- (2) Defensive Tech
- (3) Pharmaceutical Products
- (4) Material Sceince
- (5) Computer Tech
- (6) Propulsion Systems
- (7) Nuclear Power
- (8) Food Production
- (9) Asteroid Analysis
- (10) Mining Tech

Each one of these are again described in the rule book. So read them carefully. All of the above areas start out at level 100.

Now, to increase the levels of each one of these areas you must do either a Share Tech (this can be very important later on in the game. Let's say your Computer Tech is higher than your allies and he has a higher Mining Tech. The Share of each tech can be beneficial for both) or you can use a Research and Development order.

When you do a Research and Development project, you will be spending credits and using Scientist to develop new and more powerful ways of doing things, the same will be true for the Share Tech projects. This coupled with a few other projects can increase your levels in the areas of research that you have chosen. And will also increase the level of "well being" for your people. This in turn will give you a higher standing in the overall game. I would venture to say that everything in this game

is inter linked. Increasing one area will affect other areas as well.

Next Up Factory Types

Here we find (5) Factory Types that we can build for the expansion of the colony.

They are as follows:

(1) Living Quarters...the more space the more people you can have.

(2) Farms...the more people the more food you need. The more farming area the larger the population.

(3) Pharmaceutical Factory...Where your workers work to create the wonder drugs of the space age, get paid. And pay you in "taxes" so that you can do more projects next turn.

(4) Material Factory...Same as above but dealing in Construction.

(5) Computer Factory...Same as above but dealing in Robotics and computer components.

Trading Posts...So where can we use this credit card?????

There are 20 Trading Posts that you can trade with (if you have the Propulsion levels to reach them all) selling your extra (?) goods and buying those materials that you need as well as those ships you **will need**. Scouts, Freighters, Fighters.

Here I found a problem. I have the Buy and Sell Lists of at least (4) Posts so far. Most of the items listed are the same in price, or there is too little in the variances between each item.

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It would be better if there was more in the difference between each item.

Last But Not Least is the Hiring of People..

There are (3) Types of people that you can hire. Soldiers, Workers and Scientists. Each has a price or "Hiring Bonus". Here things may vary. Sometimes, but not very often, you may not have to pay the higher price to get the people you need. When you hire make sure you have the room for them to live and the food to feed them.

Each group helps in their own way to bring up the Standards of the colony. The Soldiers are needed to pilot the ships and to protect the base and mines. The workers bring in the credits for your colony to do more on the following turn. And the Scientists bring in the knowledge for the Tech levels you will need to become the power you want and crave.

This game is a simplistic game, so simplistic in fact, everything you need to know to play the game is written on a card that measures 7" x 9". Still, there are some things that are hidden in the game. You may have to work hard in the beginning to figure out which end is up. I know this because I had problems and called the GM to ask a few questions to straighten things out.

Now that I've given you the bones of the game, I can now tell you what I've done in it and what has been done to me. Expansion was the first part of the game. For about 4 turns that's all that I did. By

turn 6 my mining bases were all around me 2 deep on all sides. Then it happened. Somebody decided to attack me. This was very destructive to both of us and to several others who joined in the fun (?). Believe it or not, I never got the chance to strike back against my attacker. But because of the loses I inflicted on him by destroying his attack fleets and 2 attacks from my ally, he was forced to drop out of the game.

If you are going to go to war against someone, make sure, you have the resources to back you up. Also think sneaky. When you make your "Y" department choice, use it for the benefit of your company. Make sure you also have the levels needed to get what you are looking for.

You will find that if you have a good business sense you might go far. Still watch out for people (like me) who will not only use what's available but might try to take what you have.

Now for my ratings:

Game Complexity: Low to Medium

Game Play: Good

GM Response: Good

Turn Sheet: Simple

Turn Results: Interesting to say the least, very easy to read

Price: For the money...Excellent!!!

Over All Game Rating: 3.75 to 4

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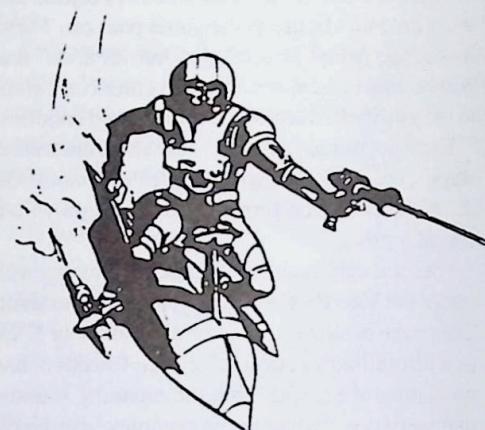
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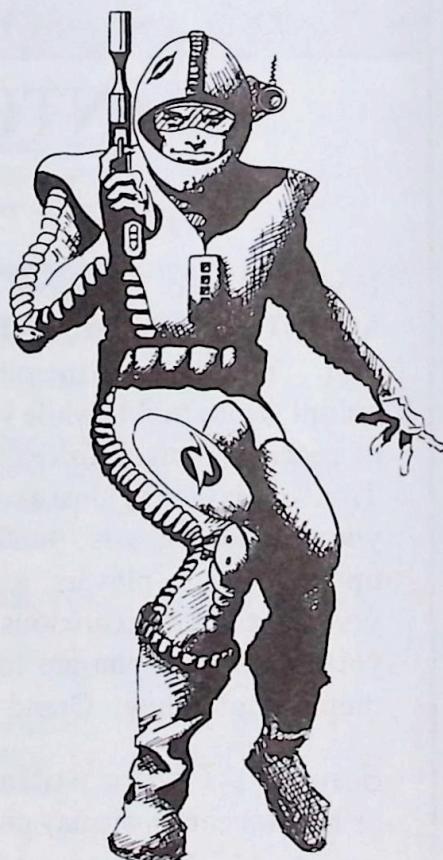
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DOMINANT STRATEGIES IN PBM POWER GAMING

By Robert J. Bunker

This brief article is an excursion into the realm of PBM power gaming. It is meant to provide new and mid-level players some insights into how a veteran player approaches the design of power games so that the proper "dominant strategy" from the perspective of a "rational actor" can be followed. By "rational actor" it is meant a perspective where the player is intent on becoming the supreme force in a game through the means of acquiring power. A "dominant strategy" is a strategy which is superior to all the other strategies of game play which attempt to acquire power for the player.

When first approaching the game design of a power game potential players must focus in on the essence of the design. For this type of game it is power usually manifested in the military forces players control during the course of play. Many new players to PBM will happily stop at this point and start to build up the military forces under their control. This is unwise. Instead a potential player should step back for a moment and ask what is the basis of this military power? How do I acquire it as quickly and as cheaply as possible? From my experience I have come up with three dominant strategies to acquire power. You either "Take It", "Make It" or "Snake It". This is very plain and simple but a lot of players get caught up in the "fluff and puff" of gaming-such as the building of "Terror Elite Death Stalker" class cruisers and never realize that it is the player who has figured out how to build and logically support more cruisers, even if they are of the "Pansy" class, who will come out ahead in power gaming. Now mind you I also love to get caught up with the "fluff and puff" of gaming-but only after some very serious and objective analysis of the game design has taken place.

Now what exactly are these "Take It", "Make It" and "Snake It" dominant strategies of acquiring power all about? Well the "Take It" dominant strategy is what *Starmaster* and *Starmaster II* (Schubel and Son) are all about. A player builds warfleets and armies and simply attempts to conquer everyone else. This in my mind is the type of game design which was the product of the early 1980s. Obtaining power was simple since a player relied upon his or her military forces to seize more of it.

The "Make It" dominant strategy is what *SuperNova* and to a lesser extent *SuperNova II* (Rolling Thunder Games) are based on. For the majority of us the first wave of set ups in *SuperNova* ended in disaster because we were following the "Take It" dominant strategy. The second wave of set ups were very successful because the "Make It" dominant strategy was being followed. As players we wanted to get by with the minimum defense and put everything into our economy-

industry upgrades and the infrastructure of mining, trade and transportation. In the *StarMaster* designs, in combat you just go and seize the other player's homeworld. In the *SuperNova* designs, you engage in commerce raiding (both fleets and colonies). Taking a homeworld is a lot of work in these designs and supporting the economy of each new world you take drastically cuts down the size of an empire you can build. The *SuperNova* designs are a product of the mid-1980s. These designs are more advanced than the older *StarMaster* designs and show a definite evolution in game development. Unfortunately, though, the "Make It" dominant strategy restricts the growth of star empires and for this reason limits the level of play from the strategic level down to more of an operational and tactical level of play.

The "Snake It" dominant strategy is a product of the late 1980s. It appeared in the *SuperNova II-Upgrade* (Rolling Thunder Games) where diplomacy became a major method of acquiring the basis of power. It quickly unbalanced the game design, however, and allowed the new race of Seekers in the Rigel star region access to too much power too quickly. This resulted in rule changes and the elimination of the Seeker from future star regions to minimize damage to the integrity of the game. Still, this means of acquiring power is a further step in the sophistication of power game design even though its initial implementation resulted in less than the expected results.

So far I have only touched upon space power games. The *Epic* series of fantasy power game designs (Midnight Games) of the early and mid-1980s appears to be based upon a combination of "Take It" and "Make It" dominant strategies. When a position gets big enough through conquest ("Take It"), moving the excess population of your biggest race (be it giants, Titans, vampires or what have you from your capitol city or cities) and sloughing it off to form new cities ("Make It") is the overall strategy to follow as a means of forming the basis of your power. *Legends* (Midnight Games), while not a pure power game, has some power gaming attributes based on the game designs of the *Epic* series from which it developed. *Legends* is a product of the late 1980s and has as its dominant strategy that of "Snake It". By creating a specialized diplomatic character a player can easily cause other characters and their villages and towns to join her position. This reminds me very much of the Seekers in the *SuperNova II-Upgrade* and has had the same effect on the *Legends* game design. Already *Midnight Games* is in the process of changing part of the game design to minimize the potential damage the "Snake It" dominant strategy may cause. The one side effect of "Snake

It" is that huge positions can be built up within the first ten turns of play (I did this in both games mentioned above) very cheaply at the risk of only a minor sore throat for your diplomats.

As I have outlined in this article for a player to excell at power gaming they must recognize which dominant strategies to use as a means of acquiring power. As it has been shown these dominant strategies have evolved from "Take It" in the early 1980s to "Make It" in the mid-1980s to "Snake It" in the late 1980s. With the recent recognition of the abuses that can be caused by veteran players following the "Snake It" dominant strategy we should expect future game designs to attempt to balance out the means of acquiring power. This will undoubtably be the next logical trend in power game design in the early 1990s.

SPACE 101

15 players, 15 turns, unlimited action! Four empire types, each with its own unique special ability, maneuver their individually designed ships in a 25 x 25 sector star cluster to earn as many Victory Points as possible by scouting, claiming, and controlling star systems, and by destroying other players' ships. Rules \$3.50, turns \$3.50, free set-up.

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EVERMOOR

by Maya Gupta

In the past, I have seen articles and comments by players and GMs that talked about the immaturity and other negative aspects of younger players. I would like to share a quick story and show off the talent of one of our teenage players.

Recently a 14 year old girl named Maya joined one of our games of EverMoor. Initially I was impressed with her keen well written questions about EverMoor. I then started to pay attention to her inter-player correspondence and was fascinated with her style and composition of writing.

Wanting to understand the view of a 14 year old, we asked Maya to write about EverMoor in the perspective of a younger player.

Enclosed is her (unedited) review and recommend to all younger players to let the GM hear your views and we hope to see some of those opinions in Paper Mayhem.

I'm relatively new to PBM gaming, but at fourteen years of age I'm also relatively new to life. I started gaming with SPACE 101, but sought a more challenging game. Loaded down with homework, band, and everything else young ladies like to do I looked for a moderately complex game that wouldn't be too time-consuming but would be a lot of fun.

I found it! Evermoor. The rules are complete and actually helpful including two pages on what PBM games are all about and other basic information. The twenty-five page rulebook is solidly bound with an intertwining spiral and, like the cover and map, is graced with Patrice Moriarity's realistic illustration. You may enter twenty-five orders per turn choosing from sixteen broad orders that cover about everything. A spiffy column system lets you tailor each order so it's possible to do just what you want.

You receive a varying number of troops and leaders. You can create up to three groups of troops with at most one leader assigned to each group, leave some troops at home in your city, and/or let your leaders wander about by themselves or stay at home and assist with the city. Troops are human, gnome, elven, or dwarven, and are either archers, crossbowmen, pikemen, scouts, horsemen or engineers. Some would think having three groups would be restrictive, but it actually improves the game and makes it a lot easier to keep track of your opponents armies. Leaders come in a variety of types and are capable of a variety of abilities. Farmers help food production, warriors, knights, assassins, and rangers help in battle situations, bards and wizards cast spells learning higher magic as you spend more for their research. Thieves, scholars, and other knowledge leaders are especially important as they are capable of providing plans

for all sorts of great devices. From watch towers to catapults knowledge leaders can give you the edge on opponents. These "plans" that arrive periodically keep the game fresh and exciting.

Although complete, mystery enshrouds the rulebook. These mysteries are another aspect that makes this moderately complex game so much fun and not at all boring. All sorts of awful premonitions are to be found in the rules. The page titled "Beasts" lists fifteen creatures and some statistics about them. On the top of the page the sentence "Below are general characteristics of *beasts that are known to you*" gives hint of other beasts. Under the explanation of Group Size it is explained to be anywhere from 1-1000, yet the largest group size of any creature is 500. And the highest combat value is for the dragon at 30, yet the explanation lists it at 1-50! What is lurking behind the next turn sheet? And a simple sentence lies in wait under the heading Random Events, "Things happen, need we say more?"

It's a game that you really feel a part of, and just like a grain of sand on some Hawaiian beach. Twelve players make alliances important and grudges even more so as the game progresses. Any questions can be written on the back of a turn sheet or called in if they are truly important. One aspect I really like is that you can communicate with players through the turn sheets by sending your message on a two by five card so you don't have to wait until you meet people to form alliances.

At a constant \$4.25 per turn every two weeks (Games Adventure is quite efficient at getting turns processed quickly and correctly) this is an affordable game for most everyone. It's a great introduction into the world of PBM gaming and I'm sure it's a delightful find for veteran gamers.

CONQUEST

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As Lord of a feudal province, you are engaged in a struggle for control of the Realm, contending with nine other Lords. You command troops, spies, emissaries, and counter spies in your quest for supreme rulership!

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Twelve players, each one of 5 races, seek to maximize their position in this closed-ended game. 275 star systems, scattered across 1200 sectors, set the stage for this contest.

Command your colonies to build fleets of starships, then send them out to do your bidding. Choose from four basic ship types and arm them with your choice of weapons and shields.

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Set up and 2 Turns: \$7.50

Rules only: \$5.00

Turn Fee: 1-10: \$4.00, 11-20: \$4.50,
21-on: \$5.00



GAMEPLAN

PBM AMERICAN FOOTBALL AT ITS BEST

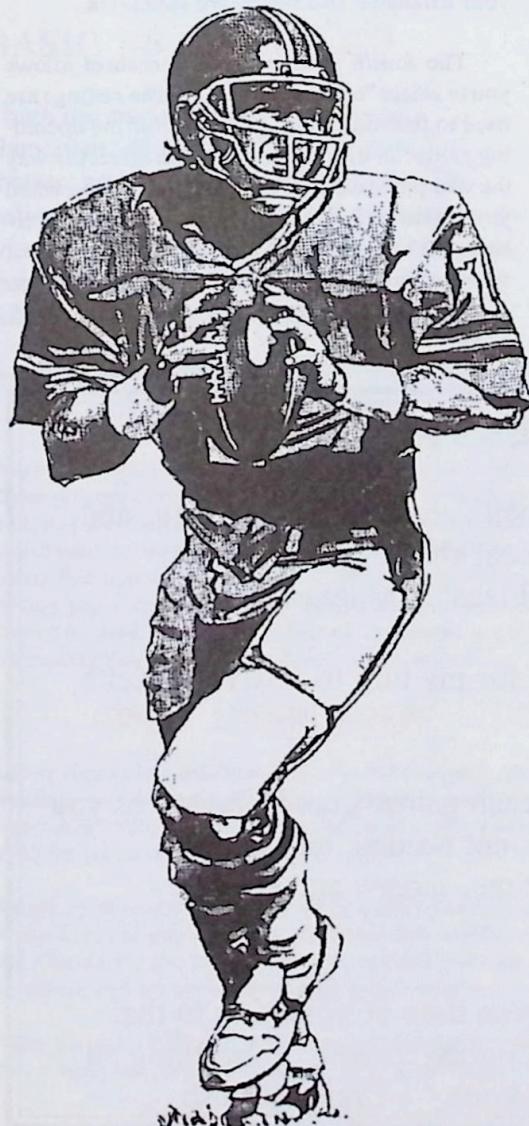
By Stephen R. Mowka

Hey, sports fans, play-by-mail American football is back!

Gary Smith of Andon Games has worked diligently to bring to market a revised and improved version of Gameplan, the premier PBM football game. For you old timers, this is a newer version of the game once run by Clemens and Associates.

Now, just about everyone I know has experienced one of those great autumn Sundays (or Monday nights) in front of the television set, surrounded by the local group of football fanatics, watching their favorite teams do battle on the gridiron.

In an attempt to participate, we put ourselves right there on the sidelines with the coach. We size up the teams, trying to analyze the offenses and defenses, the strengths, the weaknesses. Then we make predictions as to



how the game will progress — all the while, wondering who will be victorious and who will be vanquished.

No matter what the outcome, whoever guessed right and whoever guessed wrong, there exists that factor of uncertainty, that element of chance.

Most of those who decide to play will find that Gameplan parallels football's inherent uncertainty. A mountain of information can be derived from the game to help you develop your strategy and tactics, but when it comes down to the moment of truth, the air of anticipation can weigh heavily on even the most experienced player/coach. You may even find yourself perched on your mailbox, like a vulture, awaiting the results of your last game.

How many times have you said, "If I were the coach, I would....."?

Well, now you have the opportunity! Gameplan is back, and it is in excellent form.

For those of you unfamiliar with Gameplan, this article will provide a brief description of what you can expect from Gameplan Advanced.

TEAM ROSTER

After joining a league and selecting a team, the first thing a player must do is put together a team roster — unless he or she (and some of the best, most enthusiastic players to date have been women) has entered an existing league. In that case, a roster of the current team is provided.

The roster consists of the team's "star" players. These are players who have notable strengths in certain offensive and/or defensive categories. A star player can have more than one strength.

Other items on the roster include each player's shirt number, type of player (QB, RB, TE, etc.), age, total value, and name.

Also listed on the roster is a compilation of the team's total squad strength, based on the values of the individual star players. In addition, you will notice a figure designated "losing points." Losing points are used to train existing players or to create a new star player from the supply of "no star" players on your team.

Yes, that is correct, the blank spots on your roster are comprised of "no star" players. These

players are considered to be of average talent, with no special or outstanding qualities.

If you are entering a new league, the names and shirt numbers of your star players are taken from the current year's NFL team rosters. However, as the season progresses and real-world NFL rosters may change, your Gameplan roster will remain the same.

INITIAL TURNSHEET

When you receive your completed team roster, you will also receive an "advanced game initial turn sheet." This turnsheet is used to set up your team's initial gameplan.

At first glance, the turnsheet appears somewhat complicated, but don't let this discourage you. It is very straight forward and organized to follow the rules, making it easy for even a novice to understand.

The initial turnsheet is made up of two sections: game parameters and initial situations.

GAME PARAMETERS

Short and Long Field Goal Ranges: These parameters determine the maximum and minimum distance at which you will elect to kick a field goal.

Offense Short, Offense Long, Defense Short, Defense Long: These indicate when your team will initiate its specialist short or long yardage offense or defense. These parameters are stated as the number of yards from a first down or a touchdown. Short yardage is usually set at between 1 and 4 yards, while long yardage can begin at 10 yards.

Hurry Up Time (HUT): HUT indicates at what time in the game your team will go into its hurry-up offense (if losing) or hurry-up (safe) defense (if winning).

INITIAL SITUATIONS

This section is more complex than the game parameters section of the turnsheet. This is where you can really have some fun.

The first column on the left contains the situation number. Offense situations are numbered from 1 to 9; defense situations are numbered from 17 to 25.

The next column contains the situation name. This should be selected to help you remember what conditions this situation involves.

The third column is labeled down. This is where you list under which down number a certain situation is to be used.

The fourth column, score, tells the computer under what scoring conditions to call this play.

The fifth column, yards to down, instructs the computer that this situation can be used with this number of yards left to obtain a first down.

Yards to line, the sixth column, indicates that this situation can be used with this amount of yardage to go for a touchdown.

The seventh and final situation parameter, minutes or time gone, indicates at what time in the game the computer can select this situation.

Before we go further in describing the initial turnsheet, please note that it is designed to help you begin the game. You are not restricted to using the situations and parameters you start with; they can be changed to suit your team's needs.

The last five columns on the initial turnsheet are used to indicate formations used and play selections for each of the situations that you have described in the previous columns. Here you will design your team's offensive and defensive plays, strategy and tactics.

There are six different offensive formations: seven running plays and nine passing plays. These allow for great offensive flexibility.

There are seven defense plays. These plays reflect the wide variety of NFL defenses, and range from goalline stands to wide coverage (prevent).

Team analysis is the first step in play selection. Pay attention to your individual strengths, and to your squad strengths in the specific offensive and defensive categories listed on your team roster. Begin by concentrating on the categories in which your team is proficient. Once you have put together a gameplan designed around what your team does well, you can concentrate on developing the team's weak areas.

The last line of the initial turnsheet deals with play tokens: three selections for offensive, and three for defense. Simply put, these tokens allow you to change the plays called in many situations without using up your limited number of situation alterations.

At last, your initial turnsheet is completed, and is ready for submission to Andon Games. When Andon receives the turn, all the information is input to the computer, and your first warm-up game is run — against the team of another potential Superbowl armchair coach.

GAME RESULTS

Now, to the game results, which you have awaited so impatiently. The report is divided into three sections.

The first section is called the Header Section. This section summarizes the gameplan you submitted, lists your up-to-date team strengths, and reports on your current training totals.

The second section is the play-by-play, and deals with the game results, minute by minute, play by play, and quarter by quarter. From left to right, you will see the time elapsed; who controls the ball; where the ball is marked on the field (measured as distance to the goal line) down and yardage listing; formation used; offensive and defensive play calls; and play results.

The last section is the detailed stats for both teams. Complete stats are given for headings like, scoring, possession, passing, rushing, loses, kicks, punts, returns, and more!

REGULAR TURNSHEET

Okay, now you're ready to play your next game. But maybe you weren't completely satisfied with your initial gameplan. This is where the advanced game regular turnsheet comes in.

The game parameters section of this turnsheet is unchanged from the initial turnsheet. You need to fill in this section **only if you want to change these parameters**. If you don't want to make any changes, leave this section blank.

The rest of the regular turnsheet is quite different from your initial turnsheet. The initial turnsheet provided for 18 situations - offensive situations numbered 1 through 9, and defensive situations numbered 17 through 25.

In regular season play, there are 32 possible situations - 16 offensive and 16 defensive. The additional situations give you the flexibility of adding or altering six situations per game.

To allow you to use that flexibility, the sorting section of the turnsheet allows you to change the order in which the computer selects your offensive and defensive situations.

The fourth section of the turnsheet allows you to select "other settings." These settings are used to fine-tune your gameplan for the upcoming game. In this section, you can affect the way the computer calls your plays; determine when your team will attempt a fourth down conversion; arrange play training for the next game; select offensive and defensive keys; and conduct individual player training and special actions.

WHAT THE PLAYERS ARE SAYING

"Gameplan is the finest PBM football game we've ever seen, and the more difficult version offers a real challenge to football experts." - Tim Sullivan - Editor, Flagship Magazine

"I love the challenge. I can't wait for my turn to arrive!" - Keith Hartman

"Gameplan has it all. Tactics for each game, grand strategy as you build your team, Dippy helpful but not needed, and GREAT service! A good game for a little time, money and effort." - William Paxton

"Unbelievable detail. Everything from time of possession to the percentage chance of a fumble is reported to you. Everything an armchair quarterback could ever ask for." - Craig Hornish

GAMEPLAN KICKOFF RULES

WELCOME TO GAMEPLAN!

Gameplan is the #1 NFL simulation in America and Europe. These Kickoff Rules will introduce you to the basic GAMEPLAN concepts and give you a chance to try this award-winning game for FREE!

THESE RULES

These rules set out all you need to know in order to play your first game of Gameplan. However, these rules are not 100% complete. Once you join a Gameplan league, you will be sent the complete rulebook. Included are rules for training your players, the annual college draft, fourth down options, selecting your roster, and much more.

BASIC & ADVANCED

There are two different versions of Gameplan. Both use the same rules for rosters, training, and calling plays. The only difference is the control you have over when a play is called. In the BASIC game there are nine standard situations. In the ADVANCED game you define your own

situations, giving you total control of when specific plays are executed. If you're not sure you can handle the detail of the Advanced game, start in a Basic league; you can always move up later.

INTRODUCTION

1.1 THE LEAGUE Each league is structured like the NFL, and consists of two conferences of three divisions each. The number of teams in a league is usually 24 (one team is left out of each of the five-team divisions). This makes it possible to provide a closely balanced schedule.

1.2 WARMUP GAMES On the back of this flyer you will find a turn sheet to use for your FREE warmup game. Warmup games allow you to become accustomed to the game system and enable you to work out a basic strategy before entering a league and playing competitive games against other players. You play against one of the three "standard teams": the Portland Bills (balanced offense, strong defense), the Weymouth Wildcats (passing offense, wobbly defense), or the Dorchester Romans (good running team).

1.3 JOINING A LEAGUE A league application form will be provided after your first game, and you can send it in as soon as you're ready to join the game and commit yourself to playing in a league. You may take over an existing team (like a real coach), or start a new one from scratch. There is an initial period during new league setup when teams play unscheduled pre-season games, which are similar to warmup games except that they're played against other real teams.

1.4 REGULAR SEASON During the 16-week regular season schedule, each team plays each team in its division twice; each of the remaining teams in the conference once; and two teams from the other conference.

1.5 PLAYOFFS The playoffs are similar to the NFL, except that there is an additional "consolation bowl" competition for teams that fail to make the regular playoffs. ALL bowl games (playoffs and consolation) are FREE.

ABOUT PLAY-BY-MAIL

Play-by-mail games have been around quite a long time. Chess players were the first to start playing through the mail, and the classic game Diplomacy was the first game played this way on a large scale. Computer play-by-mail games first appeared during the 1970's, and have been gaining popularity ever since. The main advantages of playing by mail are the availability of opponents, impartial moderation, depth of detail, and 100% accuracy.

ABOUT ANDON GAMES

Andon Games is a full-time, professional company specializing in play-by-mail games. The company was founded in 1985, and has since won every major award given by the industry.

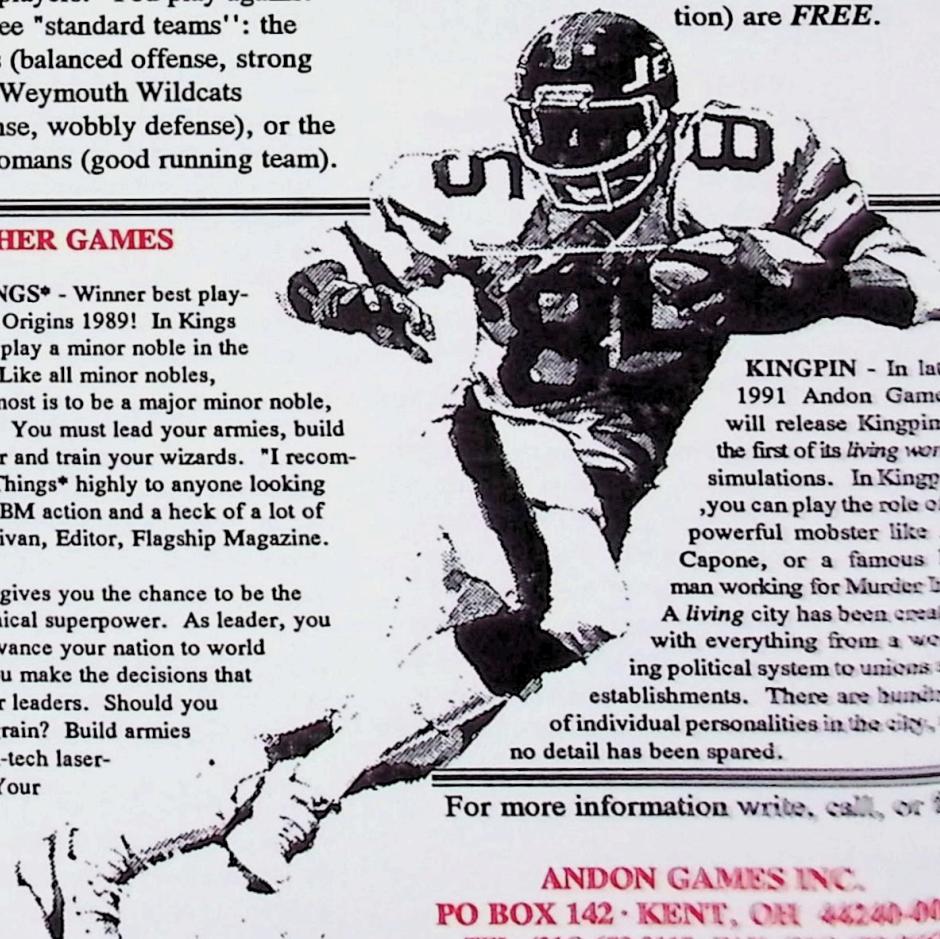
We are 100% committed to providing quality games, and we back up our products with unequalled customer service. Our staff is available six days a week to handle your questions, and we are always happy to talk to you.

When you play with Andon Games, you play with more than a thousand satisfied customers around the world.

OTHER GAMES

KINGS & THINGS* - Winner best play-by-mail game at Origins 1989! In Kings & Things*, you play a minor noble in the land of Kadab. Like all minor nobles, what you want most is to be a major minor noble, and then KING! You must lead your armies, build citadels of power and train your wizards. "I recommend Kings & Things* highly to anyone looking for good solid PBM action and a heck of a lot of fun." - Tim Sullivan, Editor, Flagship Magazine.

SUPREMACY gives you the chance to be the leader of a mythical superpower. As leader, you will strive to advance your nation to world supremacy. You make the decisions that face superpower leaders. Should you sell oil or buy grain? Build armies or develop high-tech laser-star systems? Your toughest decision is: to nuke or not to nuke.



KINGPIN - In late 1991 Andon Games will release Kingpin, the first of its living world simulations. In Kingpin, you can play the role of a powerful mobster like Al Capone, or a famous hit man working for Murder Inc. A living city has been created with everything from a working political system to unions and establishments. There are hundreds of individual personalities in the city, and no detail has been spared.

For more information write, call, or fax:

ANDON GAMES INC.
PO BOX 142 · KENT, OH 44240-0003
TEL: (216) 673-2117 · FAX: (216) 673-4662

ABOUT THIS GAME

Gameplan is a play-by-mail simulation of NFL football. It's not a statistics game, or a fantasy football league. It is a game about playing NFL football.

These rules are all you need to know in order to play a *FREE* trial game of Gameplan Basic. Join the fun, play today!

CONTINUED FROM PAGE ONE

1.6 THE DRAFT At the end of each season, you have the option of signing up again the following season and participating in the college draft. This is carried out during the playoffs (to save time). The teams with the worst regular season records draft first and can obtain the strongest players. The complete game rules include rules for the draft.

WHAT TO DO

All you need to do to play your first warmup game is send in your instructions, using the turn sheet on the back of this flyer. If you don't want to cut up this flyer, make a copy of the turn sheet. Don't forget to include your address so that we know where to send your game report.

Send your completed turn sheet to:

**ANDON GAMES INC.
PO BOX 142 · KENT OH 44240**

With the report for your first game, you will receive a league application form. When you send in the league application form, you should also send some money to pay for some more games. Normal turn fees are \$5.00 per turn for the Basic Game, and \$6.00 per turn for the Advanced Game.

SEASON PASSES Season passes include all 16 regular games, the one scheduled pre-season game, all bowl games, and your entire next season's draft. Purchasing a season pass is a savings of more than 10 percent off the single-game price. Season passes may be purchased any time up to the deadline for the first scheduled pre-season game. The season pass prices are \$94.99 for the Basic Game, and \$109.99 for the Advanced Game.

WRITING ORDERS

2.1 THE TURN SHEET For each game you play you will send in a form with your

instructions for that game. Warmup and pre-season games will often be played immediately, but for regular and post-season games, your instructions will simply be put on file until the deadline.

2.2 YOUR GAMEPLAN Your instructions for a game consist mainly of two sections that make up your "gameplan". Your **GAME PARAMETERS** determine several important aspects about how your team will react to game events. Your **PLAY CALLS** are the actual plays your team will execute in the different situations.

2.3 GAME PARAMETERS There are seven "GAME PARAMETERS" that form part of your gameplan. These are values that determine when in the game and in what game situations your different strategies are used. The game parameters and their meanings are listed in Table 2.3 on the back of this flyer.

2.4 CALLING PLAYS The **PLAY CALLS** section of the turn sheet is where you indicate exactly which plays to use in the nine different situations. The nine standard situations cover all the possibilities you will be faced with during the game (except punts and field goals). In the advanced game, you define your own situations, giving you complete flexibility.

You can call from one to four plays in each situation. The first play listed has a higher chance of being called than the second, and so on. During normal league play there are many options that allow you to call successful plays more often than others.

A full list of all possible plays and descriptions of the nine standard situations appear on the back page of this flyer.

2.4.1 PUNTS & FIELD GOALS In the *FREE* sample game you will only go for it on fourth down in the following circumstances: 1) It is late in the game, you are losing and it is Short Yardage or less to the first down, or you are past midfield. 2) If it

GAME KICKOFF

SPECIAL OFFER

As a special offer,
we are providing a
FREE trial game of
Gameplan
Basic



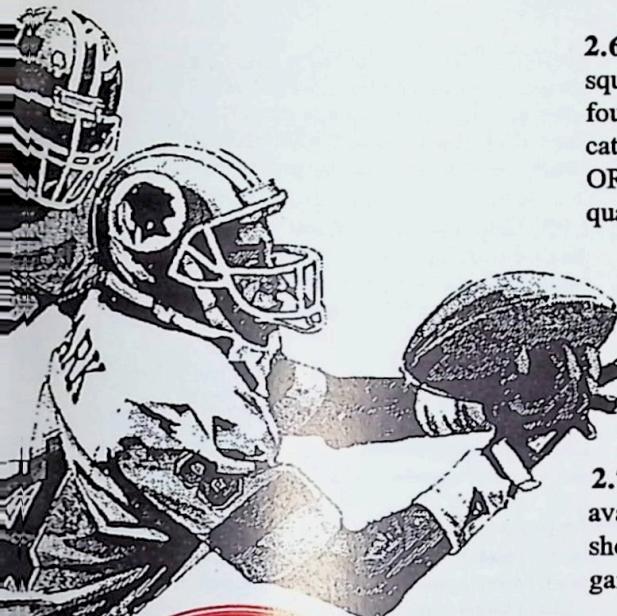
is within the final two minutes
of the game and you are losing.

If these conditions are not met, you will either punt or attempt the field goal, depending on your Game Parameters settings. In normal league play, there are many options that allow you complete control over fourth down situations.

2.4.2 FORMATIONS Formations are used only during normal league play. All situations use the OPEN SET formation in the *FREE* sample game. During normal league play, you will also be able to have your defense play the standard 4-3 or 3-4 defenses.

2.5 TEAM STRENGTHS Team strengths are divided into two types: Squad strengths and Form strengths. Squad strengths are fixed for the whole season, and are the sum of the playing strengths of all the healthy players on the team. Form strengths are gained through league play and training.

PLAN & RULES



To find out why Gameplan was voted best game simulation in the KOTW/IA awards (in both 1988 and 1989) and join the four thousand players worldwide who have started in the game, all you need to do is send instructions for your first game!

WHAT DOES MY TEAM LOOK LIKE?

For the **FREE** trial game, we use one standard team. It is a very well-balanced beginning team that can put up a good fight against any of the computer teams. However, the computer has a lot of experience, so don't expect to win your first time out.

NEW YORK JETS SQUAD STRENGTHS

ORI:	3	DRI:	2
ORO:	2	DRO:	3
OPS:	3	DPS:	3
OPL:	3	DPL:	1
OQB:	2	DBZ:	2
OPN:	2	DPR:	0
OFG:	3	DKR:	0

In Gameplan you coach your team through the season against a full league of teams controlled by other active players all over the country. You don't need a computer to play. You send your instructions through the mail each week and our staff enters them into our computers. The computer then plays through the whole game (using your instructions), down by down, and prints out a complete game report to be returned to you.

2.6 STRENGTH CATEGORIES Both squad and form strengths are divided into fourteen categories. There are five offense categories (run inside-ORI, run outside-ORO, pass short-OPS, pass long-OPL, and quarterback protection-OQB) and five defense categories (first four same as offense DRI, DRO, DPS, DPL; and Rush/Blitz DBZ), along with four special teams (punting-OPN, kicking-OFG, returning punts-DPR, and returning kickoffs-DKR).

2.7 TEAM TRAINING Training is available only during regular league play and should be ignored during the FREE sample game.

GAME REPORTS

3.1 HEADER SECTION This section contains a listing of your instructions as they were for the game. Once you're in a league, this section will also list your up-to-date-training and team strengths. This section is individual to your game report. No other player gets to see your exact team strengths and instructions.

3.2 GAME STATISTICS The game report also includes the detailed game stats for both teams. It is assumed you will be able to work out what these statistics mean. However, there is some explanation in the detailed rules, and a more in-depth explanation is available if you need it.

3.3 GAME SUMMARY The complete game summary shows what happened on every play of the game. For each play, the summary shows which team had possession, the time and field position, the formation, the offensive and defensive plays called, and the results of the play. At the end of each quarter, the yardage and number of rushing attempts are shown for each team.

3.4 LEAGUE REPORT For each week of the regular and post season there is a league report. This report provides the results and stats of ALL the games in the league, along with the league standings and next week's schedule.

ANDON GAMES REQUEST SECTION

Use this form to open an account, or to receive FREE information on the other games that we offer.
Return this form to: Andon Games Inc. • PO Box 142 • Kent, OH 44240-0003

I can't wait! Open an account and start me in a Gameplan league. Payment of \$ _____ enclosed.

Start me in a Basic league.

Start me in an Advanced league.

Place me in a new league.

Place me in an existing league.

It doesn't matter - start me ASAP!

Send me FREE information on Kings & Things*.

Send me FREE information on Supremacy.

Send me FREE information on Kingpin.

TEAM CHOICES

Favorite teams: _____ Least favorite teams: _____

1) _____ 1) _____

2) _____ 2) _____

3) _____ 3) _____

4) _____ 4) _____

5) _____ 5) _____

Please mark ALL that apply - Thank you and good gaming!

GAMEPLAN PLAY CALLS

These are the play calls allowed in Gameplan. Full explanations and descriptions, along with the Offensive Formations, are provided in the detailed rules.

OFFENSE: RUNNING PLAYS

RC - RUSH THROUGH CENTER The standard short yardage play. It will usually get a couple of yards even on the goal line.

RT - RUSH OFF TACKLE Attempts to rush the ball carrier through a hole in the line between the center and tightend to break open for longer yardage.

SW - SWEEP The halfback carries the ball to the outside, beyond the line of scrimmage, then turns up into open field.

RV - REVERSE This is a more complicated and risky play where the ball may be carried by almost anyone. Tends to produce the highest average yards, but is also the most variable.

DR - DRAW On a draw play, the offensive linemen block as if for a pass, while the ball is handed off to a running back after a delay. Best against pass defenses.

QR - QUARTERBACK RUN In Gameplan, this play covers a variety of possible plays, including a QB Sneak, QB Draw (a "keeper"), and others.

OR - OPTION RUN The quarterback runs with the ball to outside, and either hands off to a running back or cuts up field himself.

OFFENSE: PASSING PLAYS

SI - SHORT IN A short pass to a wide receiver running an inside cross, slant, hitch, or hook pattern.

SO - SHORT OUT A short pass to a wide receiver on a pattern to the outside or down the sideline.

LI - LOOK IN A short pass to the tightend, releasing inside "underneath" the pass coverage.

FP - FLARE PASS A short pass to a running back

behind the line of scrimmage.

SC - SCREEN The quarterback takes a long drop before dumping the ball off to a running back.

DI - DOWN AND IN A deep to medium pass to a receiver running an inside pattern.

DO - DOWN AND OUT A long pass to a receiver running a pattern to the outside.

DL - DOWN AND LONG This is the longest play of the game (the bomb).

OP - OPTION PASS On an option, the quarterback rolls out of the pocket toward the sideline, with an option to throw long or keep the ball and run for a short gain.

DEFENSIVE PLAYS

GL - GOAL LINE DEFENSE This defense stops short gains at the expense of allowing long ones.

RD - RUN DEFENSE This defense puts the emphasis on stopping the run, while still leaving coverage against the pass.

MD - MIXED DEFENSE This is the standard defense and protects against long gains on both running and passing.

PD - PASS DEFENSE Puts the emphasis on preventing the pass without giving up too many rushing yards.

WC - WIDE COVERAGE Prevents long gains at the cost of allowing easy gains of five to ten yards.

LB - LINEBACKER BLITZ One or two linebackers join the defensive line in rushing the quarterback.

SB - SAFETY BLITZ A blitz from a wide position, using players who would otherwise be used in pass coverage.

TABLE 2.3 GAME PARAMETERS

NFG: Normal Field Goal Range This is the maximum distance to the goal line for which, in

normal situations, you will select a field goal attempt on fourth down. The posts are ten yards behind the goal line, and the kick is placed seven yards behind the line of scrimmage, so the actual field goal range will be 17 yards longer. Typical value would be 25 to 30 yards.

LFG: Long Field Goal Range The maximum distance to the goal line for which you will select a field goal attempt in special situations. The special situations are fourth down after Hurry Up Time when you're losing; the last play of the first half; and the last play of the game (if the field goal will tie or win the game). Typical values are 25 to 40 yards.

SYO: Short Yardage Offense This is the maximum distance to go to the first down for which you will select specialist short yardage plays (plays from the Short Yardage section of the turn sheet). Typical values would be one to three yards.

LYO: Long Yardage Offense This is the minimum distance away from the first down for which you will select specialist long yardage plays on offense. Typical value is seven to fifteen yards.

SYD: Short Yardage Defense This works the same as the value for SYO, but decides when to call specialist short yardage defenses. Calling a short yardage defense is more risky than calling a short yardage play on offense, so values tend to be lower.

LYD: Long Yardage Defense This works the same as the value for long yardage offense, but decides when to call specialist long yardage defenses. Typical value is slightly lower than for offense.

HUT: Hurry Up Time This is the earliest time gone in the game when you will take emergency action if you're losing. After Hurry Up Time, your long field goal range is used to decide field goal attempts, and the computer may elect to go for it on fourth down instead of kicking. If you are losing by more than one touchdown (including the extra point), then your Hurry Up Time will be extended (doubled if you need two touchdowns, tripled if you need three, and so on). If you choose a value less than ten, the computer will assume you mean "time remaining" rather than "time gone".

GAMEPLAN

FREE KICKOFF GAME TURN SHEET

Team I wish to play against: Bills Wildcats Romans

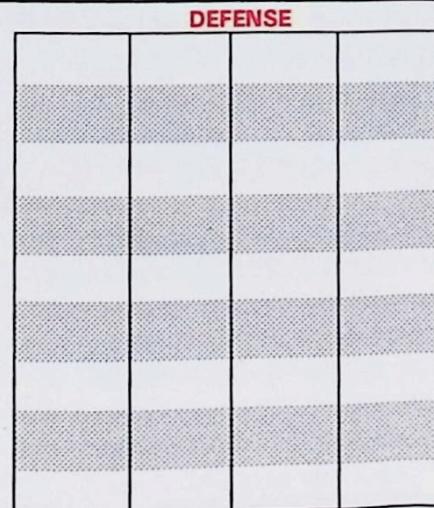
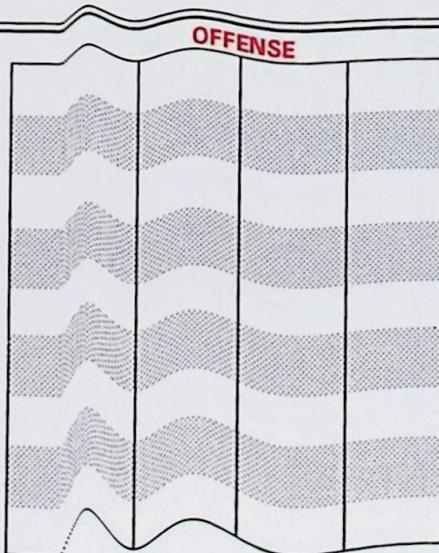
Your Name: _____

Your Address: _____

NFG	<input type="checkbox"/>	P	PLAY	Short Yardage
LFG	<input type="checkbox"/>	A	R	Long Yardage
SYO	<input type="checkbox"/>	R	A	HUT Off. / Safe Def.
LYO	<input type="checkbox"/>	M	M	First in Range
SYD	<input type="checkbox"/>	E	E	First and Deep
LYD	<input type="checkbox"/>	G	G	Second in Range
HUT	<input type="checkbox"/>	M	M	Second and Deep

GAMEPLANNER
PARAMETERS
CALLS

- Short Yardage
- Long Yardage
- HUT Off. / Safe Def.
- First in Range
- First and Deep
- Second in Range
- Second and Deep
- Third Down
- Fourth Down



REGULAR SEASON PLAY

Finally, the preliminaries have been completed, and the moment everyone has waited for arrives: The opening of the regular season.

Regular season plays consists of one scheduled pre-season game and 16 regular games: two games each against division rivals; one game each against conference rivals outside of your division; and one game each against two teams from the rival conference.

After the regular season ends, playoffs begin with two wildcard teams and the three division winners from each conference battling it out to see who will go to the Superbowl.

What do the rest of the teams do during playoffs? Well, that is a really great feature of this game. Teams that do not participate in the playoffs for the Superbowl will participate in their own playoff schedule, culminating in a consolation bowl. No one is left out.

The greatest feature of all the playoffs (both the regular and consolation) is the fact that they are **FREE!**

Is the Superbowl the end? Certainly not.

The college draft for the next season commences during the championship round. The draft consists of three phases, and ends at about Superbowl time. This leads into mini-camp, where players are waived and trained.

Then we come full circle, back in training camp, awaiting the beginning of next season and another race for the Superbowl.

Heaven knows I haven't covered everything in depth, but the prospective armchair coach should have an understanding of how to begin and what to expect. Gameplan is a very complex and challenging game that will provide hours of fun and thrills.

So, if you have every dreamed about coaching an NFL team, Gameplan is for you. Play for a season — or create a dynasty team in the world of Gameplan.

**Take Advantage
of the free
kickoff game of
Gameplan in the
center of Paper Mayhem**

THE BIG GAME!

Gary Vandegrift gives us a play-by-play summary of an especially exciting Gameplan game.

It had been a very tough game. The lead had changed hands four times. The score was 30-24 San Diego. My team, the Cleveland Browns, had just intercepted the ball on my own 28 and ran it back to the 45. My first down play was a "Down & Long", and was incomplete. The third quarter had just come to an end, and I desperately needed a touchdown.

It's now the fourth quarter, and I decide to advance the ball the best way I know how; 4-5 yards here, 4-5 yards there, and a first down. The first play of the fourth quarter (on 2nd down and 10) was an offsides against the defense, so it was now 2nd and 5. I had my offense try a short out, but the quarterback had to throw it away. Fine, 3rd and 5, time to run my best short yardage play; a run off-tackle. Five yards and a first down! It worked so good, I tried it again; five more yards! Let's do it again! Unfortunately, my quarterback decided to audible and threw a short out. Well, the defense was waiting for this and intercepted. Seems my quarterback didn't learn from a 1st quarter interception. Oh well, send in the defense.

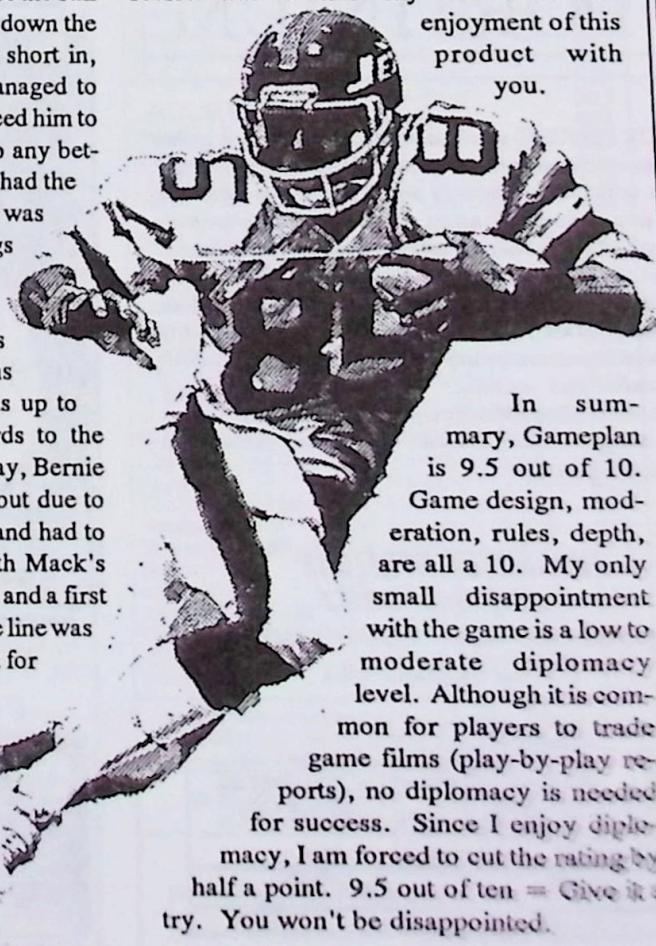
My opponent decided to advance the ball step by step, and started marching down the field. First a look in pass, then a short in, now a flare pass. He actually managed to gain a total of 28 yards before I forced him to punt. Unfortunately, I couldn't do any better, and also had to punt. He now had the ball on my 47 yard line, and there was only 7:13 left in the game. Things were looking bad.

Now it was time for the Dawgs to rise to the occasion! Three downs and a punt for San Diego! It was up to Bernie now, to bring us 91 yards to the opposing goal line. On the first play, Bernie wanted to throw down and long, but due to the offensive line he was hurried and had to throw off to Kevin Mack; but with Mack's ability he was able to gain 10 yards and a first down! The next play, the offensive line was even worse and Bernie was sacked for a loss of five. Second and 15, and Bernie had to scramble for eight yards. Not a pretty sight!
Third and seven, give the ball to

Mack, and a burst through the middle for 34 yards! It took four more plays (one penalty to the offense for motion) to get another first down. Now there is 1:36 to play, and we have the ball on San Diego's 24. First down and the pass is incomplete. Second down and a short out for 12 yards. Now we're cooking! First and 10, ball on the 12, 1:07 to play, and San Diego knows we're going to win. I guess that's why they interfered with Webster Slaughter in the end zone; it would have been a sure touchdown! Well, it seemed they were going to be ready for Mack over the middle, so that's exactly what we gave them; they thought! Play action pass to Ozzie in the endzone and Cleveland wins on the final play of the game, 31-30!

The above is a summarized turn from an actual game. The thrills and excitement offered by Gameplan are unsurpassed in PBM. If you even remotely like football, I personally recommend you try this game — after all, your first game is free!

This article was originally to be a comprehensive, straightforward review of Gameplan. However, after playing more than 25 games the only way to give a fair review was to share my excitement and enjoyment of this product with you.



In summary, Gameplan is 9.5 out of 10. Game design, moderation, rules, depth, are all a 10. My only small disappointment with the game is a low to moderate diplomacy level. Although it is common for players to trade game films (play-by-play reports), no diplomacy is needed for success. Since I enjoy diplomacy, I am forced to cut the rating by half a point. 9.5 out of ten = Give it a try. You won't be disappointed.

GAMELINE

ADVENTURE SIMULATION GAMES

Members of Operation Desert Shield

We received a great response to our offer of free set-ups and $\frac{1}{2}$ priced turns for our games to US personnel in Operation Desert Shield. Because of this we are extending the offer. To find out more just drop us a line.

MegaPrix

If you will be in Phoenix for the US Grand Prix stop by our location and you can get into a demo game of MegaPrix. We will be running it for the whole race weekend (March 8-10). You will be able to compare your cars to the real ones at the track.

Dark Blades

The next issue of Dark Blade's newsletter, The Labrynthian Journal is available now. If you would like a free copy of it, let us know and we will send it right off to you.

Android Arena

The company that programmed Android Arena (Odde Fellowes & Co.) is unable to supply us with a bug free copy of the program. Because we refuse to run a program with a bug in it, the game will be on an indefinite hold.

After hearing about all the new improvements (over 30) we opted to use the new revision of the game. After everything seemed ready (the new version running for 3 weeks in the UK) the bug showed up. We could not even use the old version

because they erased all the copies of it! This is a true tragedy because the game is very well done and it had many good reviews about it.

Adventure Simulation Games
22659 Keswick St. Dept. 947
Canoga Park, CA 91304
(818) 702-0670

ANARCHY BY MAIL

Fresh from three years and 40 full games of playtesting, Galactic Anarchy is a new PBM game. Here is a little background and brief summary of what Galactic Anarchy is all about.

Galactic Anarchy is a 100% computer moderated PBM game set in a universe that was devastated by a Civil War. The player's goals vary upon which race is chosen: IMPERIALIST, ZEALOT, RAIDER, MERCHANT, DRONE or the insidious XENOPHOBE. A game of Galactic Anarchy can have from 2 to 30 players scattered across a galaxy with as many as 700 systems and up to 1000 fleets. If you think your "human" opponents will not be enough to contend with, you may elect to play in a game where the computer plays a position. There are over 70 artifacts left by the ancient ones, half producing exciting results depending upon their location and usage. As a player, you have complete control over four types of fleets: the swift Hyper, the dangerous Combat,

the workhorse General Purpose, and the awesome Dreadnought. These fleets have numerous options: Fire, Invade, Infest, Assault, Steal, Raid, Intercept, Unload or drop one of four types of bombs.

Set-up is \$10.00 which includes 5 free turns and the rulebook. After turn five, additional turns are \$2.50 each. Optionally, you can pay a \$40.00 fee for one entire game, including rules and set-up. Rules alone cost \$2.00. There are NO hidden costs or price increases during a game and discounts are available if you submit your orders by disk, (MS-DOS). Custom and/or private games are available. We have games running biweekly, triweekly and monthly.

Anarchy by Mail
Box 873
Allen, TX 75002

ARK ROYAL GAMES

We're now printing color maps with every turn report. Each map shows terrain, province owner, tax base, army types, leaders present, and army units. Everything is color-coded on parchment paper, so it's both visually pleasing and easy to read.

The translation of the "Saga" program to the Amiga is now complete. The Amiga version of Saga is probably the best of all of them because of its superior graphics capabilities (the others are

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PORTINIUM™ combines personal goals and global concerns along with conventional technology to create an unparalleled fantasy world where time travel is commonplace. To assist you in achieving your goals you will begin with a character, espionage unit, division and city in each of the four known ages. This provides you with the ability to play in all time periods simultaneously. Technology in each age is readily available and can be implemented in other ages through research and training. The struggle to become a dominant player and the cooperation required to solve global problems creates an unprecedented challenge ...PORTINIUM™.

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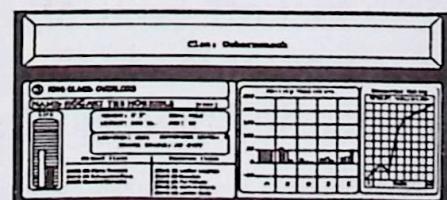
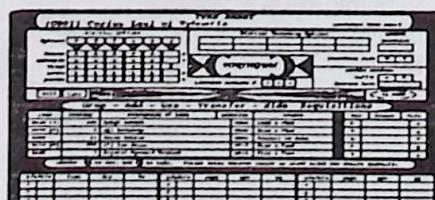
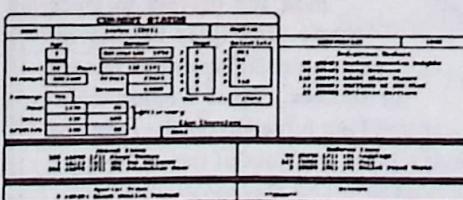
Time travel possible at game start
15000 sectors to explore in each of the 4 known ages
Espionage units and divisions are divided into Air, Land and Ice

Unique character generation utilizing 15 distinct abilities
4 character classes: King, Fighter, Philosopher and Swindler
12 character types available

Scientists provide research and development capabilities
Conventional attack and defense items vary from primitive to futuristic
Over 350 attack and 250 defense items available
Over 500 special objects available

Personal interaction and communication incorporated into game play
Up to 75 players in each game
Over 140 native life forms creating over 1400 indigenous band types
Over 4500 Indigenous bands roam freely through each known age

Available December 31, 1990
Game turns: \$10.00 per turn (2 week turn around time)
Initial start up kit: \$25.00
Includes:
Two free game turns
High gloss instruction manual (128 pages)
Tutorial
Start up packet for player positions



IBM, MacIntosh and Atari-ST).

The playtest of "Spies and Saboteurs" is now under way. A questionnaire was sent out to anyone who was interested, and everyone who returned the questionnaire will be in the playtest. A few things have already been decided just from what answers the players gave: the game should be open-ended, and there should be separate modules for different styles of play. For example, the playtest will emphasize the stuff of spy novels and movies, while the next one will probably cover superheroes. The playtest will be hand-moderated initially, with more of the work being turned over to the computer as time goes on.

Ark Royal Games
P.O. Box 6378
Aloha, OR 97007
CompuServe: 71750,1153

BIGFOOT INTERSTELLAR GAMES

Bigfoot Interstellar Games, a new company, is looking for play-testers for a new economic game. Write:

Bigfoot Interstellar Games
P.O. Box 460753
Aurora, Colorado, 80015

BLUE PANTHER ENTERPRISES

Free Intro Rules! The introductory rules for all our play-by-mail games have been reworked. If you

would like one or all of them - drop us a line. There are plenty of places where you could send your money before you even have an idea of how the game works - BPE is not one of them. That's why the introductory rules are FREE. Find out whether or not one of our games suits your taste BEFORE you send your money anywhere.

Empires For Rent - Is now 100% converted to take advantage of our new laser printer. The main printout has been reorganized so that it is more logical and easier for you to see the information you need. The graphic map has also been reworked so that the information is much clearer. The EFR system itself has had some excess rules that trimmed away to produce a cleaner, more playable system. Specifically, the Golf Accounting Errors, Gof Secret Homeworld, Insurance Rules and Military Genius features have been trimmed.

EFR is a 10-12 player game of diplomacy, combat, economics and grand strategy. Since there are only 225 sectors things get interesting quickly. EFR also has a graduated price structure. Turns are 1-7 are \$3, 8-15 are \$3.50 and 15+ are \$4. Each time the price goes up 50 cents, the number of order slots available increase by 50%. Not a bad deal. All other types are available to you at the beginning of the game. You don't need to spend extra cash to realize the game's full potential.

The Final Campaign - We are not accepting positions for Scenario 2 - Island Defense. In this scenario you can play either the irate Aquarian



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* **NO TURN FEES** are paid since each player mails his monthly turns directly to all other players in the game. Inherent in the game is a unique self-policing system which provides for elected positions and enables the players themselves to perform the tasks normally handled by a moderator.

* 16 PLAYERS PER GAME are assembled by us for each game. You will be provided with start-up instructions, the names, addresses, and Regions of the players in your game.

* A 100 PAGE RULE BOOK filled with thoroughly play-tested rules, examples of play, charts, visual aids, and two 22"x 28" geomorphic SOVEREIGNTY maps of the Eastern and Western hemispheres will be mailed to you.

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natives or the rather quickly departing invading army as it makes its last stand around a space landing strip. This scenario presents several intriguing defensive options, as well as introducing the morale and delayed unit entry rules.

TFC turnsheets have also been reworked to a graphical format report on their army, an intelligence summary on the enemy units, and a casualty report told from the soldier's point of view.

Abso-Equal - There has been some debate on the last few issues of PB about the relative merits of abso-equal game design and play. TFC was Abso-Equal before the term came into vogue. Scenario 3 is a prime example of a completely abso-equal situation. Players get the same number of points to design an army - and their armies start out on clear terrain with a ridge of mountains separating them. Success in this scenario depends entirely on two factors that are completely under the player's control - army design and tactics.

Boys of Summer - Is now officially available as of 3/1/91. To start things off right, if you say you heard about BOS in Paper Mayhem then you get an extra turn free. The rules, team setup and first two seasons of play are \$10. The extra free turn offer is valid until 5/1/91.

BOS in the game where you are the manager of a big league baseball team, getting to sign, release, trade and draft players as you see fit. BOS is an excellent introductory game. The average printout

is 8-9 pages and includes a complete status report on summary, listing the primary stats for every player, draft, farm and free agent listings, league standings, manager messages and a complete list of manager names, addresses and phone numbers that is updated each season. As with all BPE games, all turnsheets are laser printed.

In BOS you can trade players, groom your farm system for superstar talent, bid on free agents, draft promising rookies, and arrange your pros in the lineup to get the best possible results. A strong bench is also important so that you can replace injured stars without missing a beat. Pros have ratings in fielding, slugging and on-base abilities. They are rated on their ability to improve, decline and resist injury. There are 10 order types that use letter codes for a minimum of entry hassles. All orders are entered twice for improved accuracy.

If you're not sure, send for the FREE intro rules first, so that you can be sure of your decision before you send any money.

Blue Panther Enterprises
Dept. PM
Box 080003
Staten Island, NY 10308-0009

C² SIMULATIONS

We received enough response to start two playtest games of AAO (Against All Odds), our futuristic game of economic warfare. We have already run Turn 1 of Game 1 -- a few bugs were uncovered, but all in all the program is working very well already! The playtesters will soon forget that they are in a playtest.

By the time you read this, Game 2 will be well underway. You should be hearing a lot more about AAO in the near future, as reviewers for Paper Mayhem, Flagship, D2 Report and Visions magazine are already playing. We are targeting mid-1991 for the beginning of our first commercial game of AAO.

For free information on AAO, and a copy of our newsletter (as well as information on our other games, NEW ORDER and SPACE 101) please drop us a line.

C² Simulations
16081 Sherlock Lane, Dept. PM
Huntington Beach, CA 92649

EARNSHAW ENTERPRISES

Shortly after we submitted last issue's Gameline article, work on our new medieval game ground to a halt. (Our chief programmer's non-PBM work



THE LAND OF KARRUS

Three unique races--
the primitive, magic-using Karrutians,
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PAPER TIGERS

P.O. Box 1547 Glendora, CA 91740 (818)335-0835

schedule expanded to fill the time he had allocated to working on the game programs.) We expect work on the programs to resume by February. After the programs have been completed and debugged, we will start the playtest. (As of this writing, enough playtesters have signed up. We appreciate your patience while we complete work on the programs!)

In spite of programming delays, turns continue to run on their normal, prompt schedule. Design work is also continuing on the *Outer Reaches* upgrade. We are still looking for suggestions, so please contact us if you have any! (Right now, the game design is evolving into a much more complex simulation. We'll tell you more once the changes have been finalized and we've presented the proposed changes to our current players.)

We are dismayed that the Post Office has asked for a rate increase (more money for less service?), but we will not use a rate increase as an excuse to raise our prices. We are committed to serving you!

Earnshaw Enterprises
P.O. Box 2198
Provo, UT 84603-2198
(801) 374-9358

ECKERT GAMING GROUP

We are very pleased at the third place finish Jim had in the voting for BEST GM OF 1990. Behind only Ed Grandel and Rick Loomis! Thanks to all who voted.

DEATH & SORROW games 3, 4, 6, 8 and 9 have ended and are all reported in PBM Activi-

ty Corner. DEATH & SORROW will soon have a new face. The old map is being replaced by a new map being drawn as this is written. The artist is well known to all Paper Mayhem readers: David L. Transue. We expect that Game 17, will be the first to use the new map.

DEATH & SORROW set-ups are still only \$5.00 and still include the first three turns. Turns 4-9 are only \$2.50, while turns ten and beyond are just \$3.00. For the latest DEATH & SORROW ratings just send a letter or postcard requesting the ratings list. Our listing now contains over 100 players, and the printed list will show all of those with at least two points. Watch future issues of Paper Mayhem for a listing of the top DEATH & SORROW players. More information on D&S is always available, free, just write and ask for it. Rules are \$1.00, applicable toward your first set-up.

Eckert Gaming Group
P.O. Box 16384
Rochester, NY 14616

ENTERTAINMENT PLUS

The game Adventurer's Guild now has a second and more powerful magic system, one which allows adventurers to tap into the focus external power for effects much greater than the personal magic system allows. The other big news is that all guild members have been playtesting the adventuring aspect of AG since mid-December. The pur-

pose of this free playtest period is to polish up adventuring, which shouldn't take too long.

At the moment there are two adventuring sites available, with many more in the works. Out of the Antar guild parties are able to gain passage on a ship which will take them to the Isle of Isurus. There they can expect to run into many monsters, including bandits, hobgoblins, and members of the Night Cult, an evil organization with sinister intentions. Adventurers at the guild in Barstow may journey to Marikholt, an abandoned dwarven city carved into a huge cliff. The mysterious plague which caused the city to be abandoned nearly forty years ago seems to have left, and many monsters have already made the city their home.

Of course there is still all the competition and rivalry within the guild as adventurers participate in training battles and practice their skills. Some are anxious to get out adventuring, and applying for temporary jobs in the city to get some quick money for adventuring equipment. Others strive to serve their chosen deity by gaining converts, all in hopes of gaining more power from their deity.

Sound fun? Write for a free rulebook (over 25 pages, with illustrations) today. Also be sure to see our section in the PBM Activity Corner to get a glimpse into the recent happenings within the Antar guild.

Entertainment Plus - Adventurer's Guild
P.O. Box 1981
Appleton, WI 54913

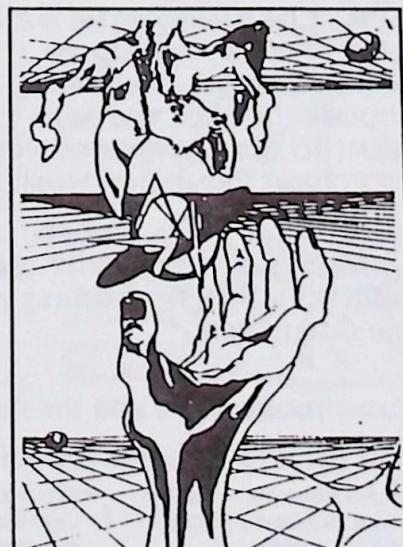
A NATIONAL WILL



"A National Will" is a computer moderated play-by-mail game where each player runs an economy of a country. Players make decisions on production, labor allocation, revenue, trade, etc. The strength of a country's military depends on the vitality of its economy.

To order the rule book and take your first turn, please send \$6.50 or \$3.00 for the book only with your name and address to

GRAND ALLIANCE



"Grand Alliance" is a fully computer moderated play-by-mail game which involves the battle of survival between human and alien races. Players represent either a member of the human race or of the alien race with the universe as a setting. The game is played on a map of three parallel levels where each level is composed of 240 planetary systems. Each player must solve military and political problems within their own camp before war can be waged effectively against the opposing race. Each side is faced with the same situations and problems to overcome.

To order the rule book and take your first turn, please send \$5.00 or \$2.00 for book only with your name and address to

Simcoarum Systems
P.O. Box 520861 • Salt Lake City, Utah 84152

Turn fees are \$3.50

Turn fees are \$3.00

INNER DIMENSION GAMES

Progress: Sirius Command game #4 is under way. Sign up for the next game and see how easily influence peddling comes to you! See our ad elsewhere in this 'zine and the show in PBM Activity.

CALLING ALL SIRIUS ROLE PLAYERS...
It is no wasy task to stimulate the creative juices that players draw on to role play a game position. Some prefer a solitary game relying only on the printed turn feedback for their enjoyment. Most others, I think, enlist varying degrees of communication with other players in their game. It's not hard to assume a 'title', talk in 'jargon', etc. by mail. It's much tougher to carry on role playing in phone conversations (again my thoughts, tell me if I'm wrong). That's cool tho! I'm not into the leader of the assassins guild calling me at midnight to issue an ultimatum!

My question, to all you role players, is this. What would you like to see in a game turn to help transport you into character? I cringe a bit when I am confronted by a repetitious list oriented printout. Being a programmer, I sort of slip into that mode and being a methodic reduction of the in-

fo, prioritizing chunks, discarding the refuse, etc. Inside, I get a gooey-good feeling for being able to distill the good and the bad from the ugly. Unfortunately for a game position like (random choices) an adventurer, or a starshp admiral, or even a national leader (yeh, our Sirius Command game had to creep in here sooner or later) The alter-ego quickly retreats in the face of this user-unfriendly environment. Databases, lists, mass storage, etc. are the realm of the computer, but energetic programming can clear the morass. A good game program can pre-analyze the date FROM YOUR POINT OF VIEW and serve up delectable tidbits of info to electrify those synapses.

So I ask, and ask again. What does it take? Those of you who play my Sirius Command game will see the leadership role of a nation from a personal perspective. There are event triggered responses that vary the way information is presented. Analysis and suggestions are made by ones own 'advisors'. Humor is an integral part of reports presented to (you) the chief executive of a nation. And guess what? I would be the first to say that this game is not even close to my ideal vision of a role play by mail game. Our next game project (now in design phase) will have an open-ended format

and a heavy alter-ego orientation for players.

Write to use with your ideas. We're committed to taming the computer, not the enthusiasm of the players. Be talkin to ya!

Inner Dimension Games
51 Henry W. Dubois Drive
New Paltz, NY 12561
(914) 255-7028

LAMA

Well, we have good news and some not so good news. First the good news, we survived the move and are currently back on schedule.

With this move LAMA will also be getting more space and Edward will (hopefully soon) be able to start programming on Grand Strategy again. To those of you waiting for the second part of the playtest to begin, all I can say is a big 'Thank You' for your patience. Edward has been taking a particularly rough course at college this semester that has eaten up the time he had expected to spend programming. (For those of you who are interested or would understand he's taking Dynamics). Once we are settled into our new home and offices he wants to get moving on it again. Another change which should improve the programming speed is

EPIC: The King's Game

EPIC: The King's Game is an empire building, power game set in a fantasy world of Orcs, Dwarves, Elves, Humans, Maratasen (lion-like people), and Daks (bird-like people). You choose the race you wish to be and the type of position you want to play (Warlord, Necromancer, Wizard, Arch-priest, Merchant Prince, or Nomad Clan Chief).

EPIC is an open ended, computer moderated game that increases in complexity from average to high as the game advances. Join the fantasy wargame to which all other PBMs are compared!

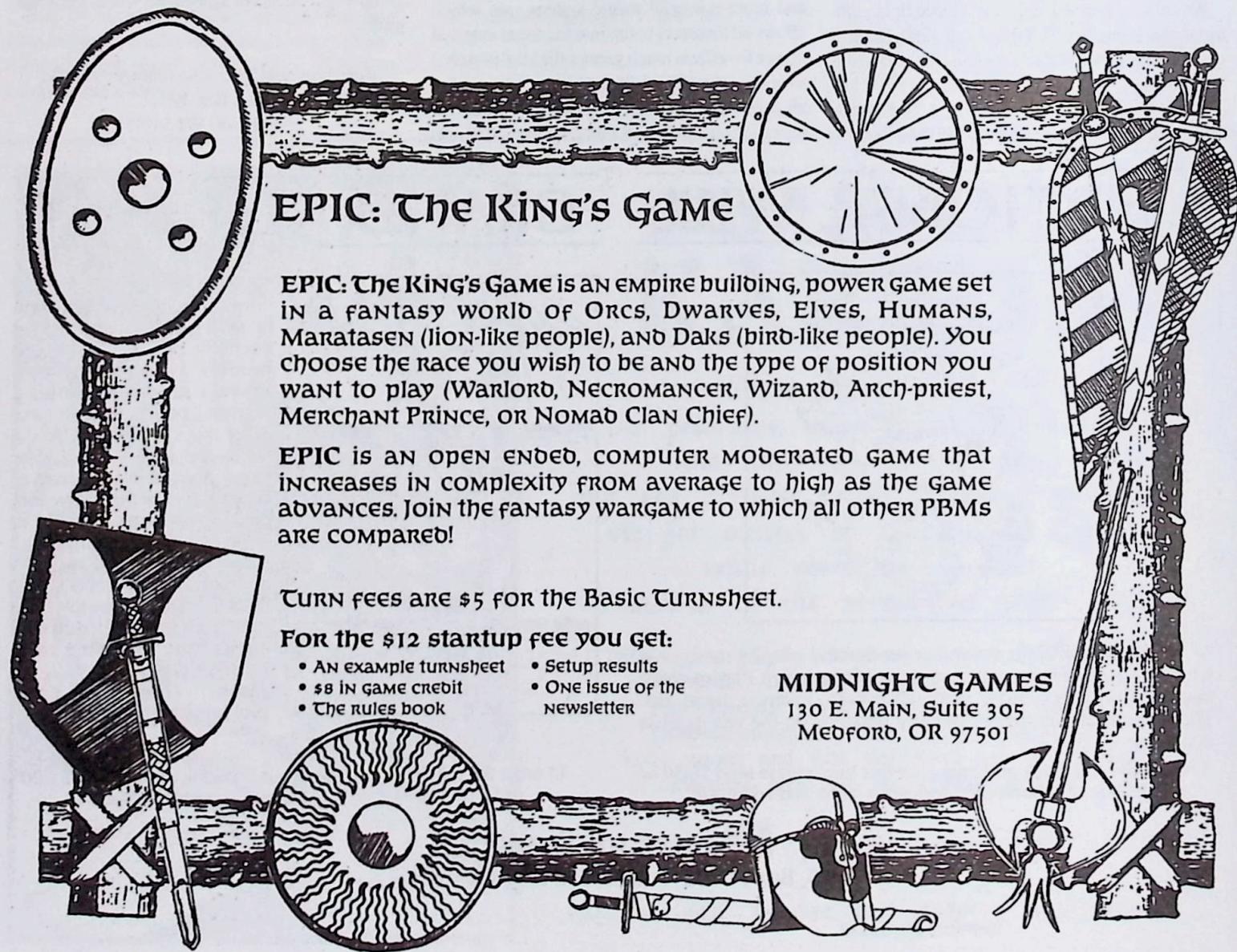
TURN FEES ARE \$5 FOR the Basic Turnsheet.

FOR the \$12 startup fee you get:

- An example turnsheet
- \$8 in game credit
- The rules book
- Setup results
- One issue of the newsletter

MIDNIGHT GAMES

130 E. Main, Suite 305
Medford, OR 97501



that he will have a totally separate office now.

With our change of address, we would ask that you send your correspondence to the post office box until we mention otherwise. We want to break in the new carrier more gently than we did our current one (the horror stories he probably tells his coworkers about the volume of mail we do...).

Now the not so good news. As all of you are aware by now, the U.S. mail has once again raised postage rates. Unfortunately, combined with other rising production expenses like paper, ribbons, printing, etc. costs, we are forced to raise our rates for the first time in over four years. We will be as of March 1st raising all turn fees by \$.50. This puts the fees at \$1.50 to \$3.50 per turn, still one of the best values for your PBM dollar around. The new schedule of prices is:

Rulebook Only	\$4.00
Start-Up	\$3.50
Turns with over 20 Provinces	\$3.50
Turns with 11-20 Provinces	\$3.00
Turns with 5-10 Provinces	\$2.50
Turns with 1-4 Provinces	\$1.50
Additional charge for overseas postage	\$1.00

We have had interest expressed in starting up another non-diplomatic game of Domination. If you are interested please let us know. We now have through game 43 finished (with 49 and 55 also being done) and will be attempting to set up some sort of 'Games of Champions' with the winners. If you have won more than one game in a set of 10 (1-10, 11-20,...) we will attempt to arrange to fill in with the winners of non-normal games (#s -1 and 0) or second place finishers.

We hope all of you are enjoying a wonderful new year.

Lama
P.O. Box 409
Valparaiso, IN 46384-0409

MINDGATE

A special and hearty "Hello" to all those Paper Mayhem readers who have called in to our BBS to check us out. Thanks to a couple of suggestions from these loyal readers, we've streamlined the BBS a bit and added a few commands to make it easier to jump around between the sections. Since the vast majority of you have been calling long distance, this will tend to bring your phone bills down a tad.

At the same time, we've also given increased access privileges to first-time callers. A visitor on the BBS can now make replies to messages in the message area and can also download files in the file libraries. This is an easy way to pick up a text file copy of our latest newsletter.

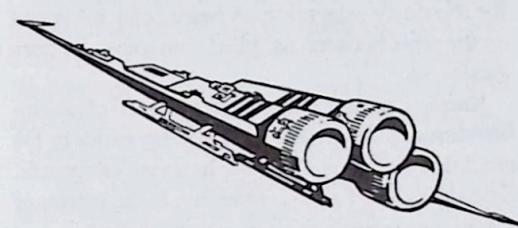
For those of you new to telecomputing, BBS stands for Bulletin Board System, and you connect to it with your own computer and modem. Ours is **Interstar Network Datanet**, and can be reached at (916) 641-7624. Baud rate is 300, 1200, or 2400. Set your protocols to 8 data bits, 1 stop bit, no parity, and full duplex. You can call any time of day, 7 days a week. Most gamers call in the wee hours of the morning, because that's when long distance charges are the cheapest.

Good Gaming!

Mindgate
P.O. Box 661857
Sacramento, CA 95866-1857

SCHUBEL & SON INC.

We have two new licensees for our games. Mr. Reynolds in Texas will be running Fog of War, War 1940 and Siege America. Software Simulations in England will be running Computer Boxing. We welcome these new companies to our family of licensees!



Field report from Group Commander Grishock:

The war against Seldonic's Saurons proceeds well. The introduction of assault armor with our powerful psychic blasts has produced a combination the enemy is hard pressed to overcome. The research efforts of our scientists have continually insured success in the campaign by giving us the technological edge. These overwhelming advantages have given me the chance to march upon the enemy's capital and destroy the unhuman scum.

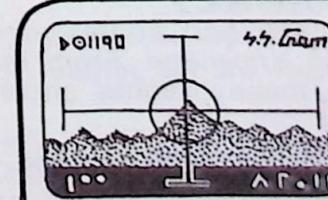
But the enemy has changed tactics, erecting forts and assembling pickets. This has slowed our progress and given them time to muster forces. My scouts inform me the unholy abominations intend to overrun us with superior numbers. Should we be unable to elude the assembled force, I petition to use the clans nukes to eradicate them.

Send For FREE Setup and Rules:



Out of the apocalypse came the 11th commandment:

Let no unhuman scum walk the Earth



MU-TANT KILL



PRECEDENCE
P. O. Box 27946 Tempe, AZ 85285-7946



PBM

THE CAVES OF DEETH KAR

By Vaughn Heppner

Huge creeping rats with fat tails spread the Black Death throughout Avalon. The tiered streets stood bare but for green-robed crones carting water to the sick-houses, and young men grimly hunting rats with sticks. Loud wails rang from the clustered white cottages of the city, and the market stalls were but empty shells of wood. Dekeres and carracks floated by the docks while sailors writhed in agony, their flesh sloughing away like snake-skins. Tholon, a merchant-prince of Avalon, and I, met inside the Kran beacon and made hurried plans for the city's salvation. A heated clay jug rested on the table between us, filled with spiced ale from Aesiteria.

Keeping myself wrapped in a fine red cloak embroidered with purple, I warmed my hands by the crackling fireplace. "You say he serves Gorgoroth, God of Evil?" I asked, referring to the master of a passing carrack at anchor outside the bay.

"That's what he claimed," Tholon said, a tall, lean man wearing a brown leather vest. A battle-axe earring hung from his right ear. Tholon wasn't a fat, city-bound merchant, but a tough sea-captain. "More importantly," Tholon added, "he sails to the Caves of Deeth Kar. Claimed an oracle told him to seek you out."

A log popped and a shower of sparks flew up-

ward. It seemed too coincidental that a carrack had stopped at the one time I'd be forced to travel aboard it, and that it traveled to an ancient hidden cave that I'd found through a Seer's Dream-Spell. In the cave lay roots that could be crushed and ingested to cure the Black Death. "I don't trust him," I said, noting a fly that crawled across my green boots and brass buckle. I shook my boot and the fly buzzed near a plate of cheese. "His sails are black and he's painted his carrack the color of blood." Tholon stared at the fire and nodded, while rubbing two silver crowns together. "What does he call his ship?" I asked.

Tholon pocketed the coins, frowned, then answered, "Scythe."

"A strange name." I sipped more bitter ale, and felt its alcoholic powers unfocus my sight.

Just then the stone door groaned open to let in the chilly sea breeze, a salt smell and the sound of crashing breakers. Out of the cloud-covered dark strode a lean middle-aged priest dressed in white robes that were darkly stained near the hem. Skinny, hairy legs that ended in brown sandals slapped the stone floor. "Are you the one?" he blurted at me, before Tholon or I could speak a word of greeting.

I frowned, not liking his immediate arrogance,

then glanced at Tholon — who shrugged — and then inspected the Priest more closely. The man had brown hair, cut so the top of his head seemed square, and had a gap between his two front teeth. He leaned on a staff, which was really an unstrung bow, and glanced from Tholon to me. "I'm Meerl the Seer," I said. "Would you care to introduce yourself?"

Our eyes locked. It seemed that the Priest of Gorgoroth bit the inside of his cheek and carefully chewed the flesh. Finally he shifted his gaze, swallowed, and said arrogantly, "I'm Ganvid, High Priest of Gorgoroth."

A feeling of unease grew in my gut. He resembled a type of priest I've met before in the stink-hole city of Saltmarch. Like all religions, even Gorgoroth's, there were followers darker than others. Ganvid seemed the blackest of the black. Controlling my growing dislike, I said, "I may be interested in joining you." He was the only passage south.

"Hmph! You don't look like a magic-user. Why would any decent spell-caster carry a sword? Don't your spells work all the time?"

Though normally not a hot-tempered man, I flet my cheeks redden and parted my lips to speak.

But before I could, Tholon said, "Your honor,

Now that you've got the power, can you handle a . . . ?

The World at Large

You will be one of 20 players, each in control of a *major power* in this present-day setting. The rest of the world includes 100 autonomous minor nations some of which might be cajoled into joining your Sphere of Influence. **Political character, economics, and military capability** distinguish each nation. Character affects nations' reactions to all types of pressures. It includes elements like 'aggression', 'worker participation', 'freedom of information', and more. Economic components produce and compete for commodities **automatically or with your guidance (you choose)** to ensure prosperity.

Diplomacy

The names and addresses of all players are made common knowledge. From the start you can discuss options, make alliances, share info, weave plots, etc.

SIRIUS COMMAND



The Grease Pit

The standard of living of nations under your control provides the **influence** you must use to get things done. With this **power** you can reach out and shape your nations' (and the worlds') future!

Military Entanglements

If war erupts, you (and your allies) can engage the enemy in **missile/anti-missile duels** and **conventional forces combat**! Military might is affected by readiness ratings, tech level, and tactical choices. Battles are fast and furious. World news will provide a glimpse of the action to bystanders. Combatants receive detailed reports.

Covert Activities

Your spies . . . totally dedicated and utterly ruthless. Release them on the world to gather information, create rebellion, and play "dirty tricks".

Play - By - Mail at its best!

- Non-repetitive (+fun to read) text
- 2 week turn-around
- Cost per turn \$4.50
- Rules (required) \$4.00
- Startup pack (rules +2 turns) .. \$11.00

It's all in the Legs

This is a game of power exploitation. In it you will find many avenues to excersize the powers that be. A race to a set victory point total is the ultimate goal.

Inner Dimension Games

Dept. 2 P.M.

51 Henry W. Dubois Drive

New Paltz, NY 12561

914-255-7028



we are men of substance, not common riff-raff. Meerl the Seer is a renowned swordmaster and spell-caster, and known for his stealthy forays. He's a benefit to any party. Rest assured that his spells work."

Ganvid sniffed loudly and gazed over his nose at me. "Our former spell-worker died by slipping overboard during a storm. I hope you have better balance." He nibbled on a finger, chewing the flesh. Suddenly he blurted, "What Deity do you serve?"

I came to the realization that he was a haughty fanatic. Frowning, I answered, "None."

He blinked, "None?" He turned to Tholon. "Is he speaking the truth?"

"Meerl is a man of his word, your honor. Believe him."

Tapping the bow against the floor, he scowled and tapped his teeth, then finally stared at me again and said, "Realize, Seer, that this is my quest. My rules are strictly enforced. We go to the Caves of Deeth Kar to capture spider-bats, geas-lichen and nightshade. I'm very serious when I say that you must follow my rules. By agreeing to travel on my ship, under my leadership, you automatically come under Gorgoroth's standards." A feverous light shone from his blue eyes while his hands twisted the bow. "Obviously, as a magic-user, you're untrustworthy. But we need one. Are you agreed to my terms?"

Had Ganvid been beaten as a boy? I wondered. He displayed a bully's character, or that of a small man who finally had power. If it hadn't been for the plague I would have had done immediately with the haughty fanatic. Agreeing to his terms -- what choice did I have, the antidote to the plague lay in

the hidden Caves of Deeth Kar -- I was busquely told to be ready in two hours. He left as arrogantly as he came, turning suddenly and striding into the night. If I had known what the voyage held, I would have rowed across the bay back into the city and taken my chances with the Black Death.

Several days later found us at night in a stretch of ink-colored ocean and in the middle of a raging electrical storm. Foaming waves tossed our three-masted carrack like a cork: the timbers groaned, water dripped from the rigging, and salt stained our clothing, slowly turning them uniformly white. The sailors wore soaked woolen shirts and pants, and went about their duties barefoot. A squad of bronze-clad hoplites with heavy round shields and thick spears grumbled at the rear-castle, near the helm. The sailors were a black-haired lot with hairy legs, while the hoplites stood a head taller, had hawk noses and white hair.

Lightning cracked overhead, illuminating the black clouds and the wide-eyed stares of the crew. Rocking thunder followed. We sailed in the Endless Ocean, after having passed through the Strait of Clouds. The foremast trembled, a giant wave pounded the carrack, washing the deck with foaming sea-water, when suddenly the foremast snapped and crashed into the forecastle. Hoplites in the castle screamed and died. A sailor flew into the black ocean, tossed from the crow's nest. Ropes and sail draped over the prow like a giant spider-web.

"We're doomed!" a sailor screamed, grasping the main mast.

"Gorgoroth speaks!" Ganvid shouted, running down the rear-castle ladder and into the waist where the sailors milled. His robes flapped in the

gale. "He's angry and must be pleased!"

Another wave crashed against the ship, almost washing Ganvid away, drenching him so his hair plastered against his skull. I noticed that the wave seemed smaller than before. Probably the worst was over. I also noticed that a lump or a baby seemed to rest at Ganvid's side like a dark growth.

"Gorgoroth demand a sacrifice!" Ganvid screamed. "A man!"

Several sailors moaned fearfully. The hoplites on the rear-castle moved to the railing, and keenly watched the waist, spears tightly gripped in scarred hands. Again lightning flashed overhead; rain lashed down. The hard drops stung my cheeks.

"A man to appease Him!" Ganvid screamed. The lump to his side moved.

I'd heard enough. The fanatic was building himself into a frenzy, and probably wanted to toss a man overboard. I'd seen it before in Saltmarch. Working my way forward, always keeping a grip on a rope, I fought through three cold waves and a heaving deck until I stood at his side.

"You!" Ganvid screamed, pointing at a terrified sailor who had an eye-patch and was missing his left ear. "Gorgoroth wants you!"

I grabbed Ganvid's elbow, seeing that at his side clasped a dark-haired monkey. It had a human face with fat cheeks, a whisper of a black mustache and a pot belly. "Stop this nonsense!" I shouted. "The storm's passing."

"No!" He wrenched his elbow away from me and pointed a bony finger in my face. "You joined me! I am the speaker for Gorgoroth! Try to thwart my will and you shall die, O unbeliever!"

I shouted, "The storm's weakening!"

GLORY

A SCHUBEL & SON GAME

A battalion-level war game of tactical and strategic decision making during the American Civil War. Up to 40 players compete for military objectives. Each player begins as a Union or Confederate army Colonel. You and the players on your side will decide areas of responsibility and strategic objectives. Each player begins with a divisional size force at his command. GLORY has been designed to encourage a great deal of combat. This is truly a war game!

Set up \$10.00 (includes rulebook, multicolored map)
Turns \$3.50 +
Rulebook alone \$6.00

Average cost per month is \$17.50

STRIKE IT RICH

A HCS GAME

Travel the galaxy in search of riches. Design your own starship or buy one "off the lot". Get the ore to sell through honest hard work or live the pirate's life and take the ore you need. The object is to be the first player to own your starship free and clear.

Set up \$10.00 (includes rulebook and first turn)
Turns \$3.00
Rulebook alone \$5.00

Average monthly cost \$6.00

HCS Games
45 Lakeview Terrace
Binghamton, NY 13904

MASTERS OF MAGIC

A SCHUBEL & SON GAME

An individual creature war game of magical armies. You begin as a mighty magic user called a master of magic. The game has ten players using one of five different schools of magic. The world of Masters of Magic contains villages, castles, tombs, temples, rivers, mountains, forests, swamps, and fields each with special magic significance.

Masters of Magic uses fixed pricing with no charge for battles and no optional charges.

Set up \$8.00 (includes rulebook)
Turns \$5.00 +
Rulebook alone \$6.00

Average cost is \$12.00 per month

"Lair! Unbeliever! Blasphemer!" His face turned scarlet and spittle flew from his mouth. I noticed the monkey staring at me and to my horror I saw that it too trembled in outrage, following exactly its master's emotions. A familiar, I realized suddenly. The fat monkey-belly pressed against Ganvid's hip. Ganvid turned from me and swung his unstrung bow, hitting the unlucky sailor across the face, leaving a bloody welt on the cheek. "Jump" he screamed. "Obey my decree! Jump or you shall be boiled in oil."

With a scream of terror, his eye rolling crazily from side to side, the one-eyed sailor ran, tripped as a wave made the carrack roll low to one side, got up and leaped overboard.

"Feast upon my hireling, ye Dark God of Shadows!" Ganvid railed. "God of Evil, Prince of Shadows and Father to the Creatures of Darkness, feast!" The last word was a shriek of madness.

I backed away from him, sickened. Fleeing to my cold cabin I pondered on the dread name that he had called upon. Ganvid was more sinister, more fanatic than other priests of Gorgoroth that I've met. Tholon's chief follower, a rumormonger, had told us strange tales about the Shadow Sect. Gulthan the Black led the Sect, and resided in the murky Fenwick Moors. We headed east, and would skirt the most southern part of the Moors, I believed that Ganvid was a member of the Shadow

Sect. They were evil, given to bizarre thoughts and modes of thinking. I wondered then what Ganvid's quest was really for? Why did he want spider-bats -- venomous cruel creatures -- and nightshade? I had the sudden belief that those stated goals were but a cover. Soon I dozed fitfully, and dreamed badly.

We passed the most westerly Rockreef Islands after the storm, as our crippled carrack wallowed in mighty ocean swells. At one island, covered by white dung, green narrow-winged birds lifted and circled our ship for hours. I had the strange sensation that they studied my every move, read each thought. Only after Ganvid strung his bow and shot three birds, one for each of Gorgoroth's appellations, did the sinister flock flap back to their dung-covered island. The birds were duly sacrificed and Ganvid and Nis, the name of the monkey-familiar, danced around burning braziers the entire night.

At another island, this one a mass of green vegetation (the stench from it smelled like rotten tomatoes) copper-colored natives raced over the sandy beach with outrigger canoes. They splashed into the ocean and rolled over the inky waves as they dipped narrow-bladed oars and gave chase. I employed a spell at Ganvid's request, and caused glints of bright, blinding light to flash from the soldiers' armor. The natives turned and paddled back for the island.

"That seems a stupid and wasteful spell," Ganvid said, stepping beside me.

I shrugged, having steeled myself to his haughty manner.

"Next time they'll attack, having found themselves unbloodied."

I faced him, not letting my eyes waver as I met his gaze, and said, "Perhaps there will not be a next time."

He bit the inside of his cheek and chewed on the flesh. I heard his teeth click. Finally his gaze fell. Breathing deeply, he said, "I still think it's a stupid spell. The monkey at his side sagely nodded in agreement.

Since there was nothing more to add I strode away, happy that the islanders hadn't needlessly died.

Finally our blood-colored carrack reached the volcano filled island. After sailing into a placid bay, the sails were reefed and three grunting sailors threw the stone anchor overboard. A midday sun shone overhead in a clear sky. Tall palms lined the sandy beach and yellow-beaked birds whistled charming songs. A spotted leopard lifted his blood-stained muzzle from the carcass of a deer, snarled savagely and bounded away into the jungle. Rising above it all, in the middle of the island, were three gray volcanoes. There lay the Caves of Deeth Kar, and spider-bats, geas-lichen, nightshade and the antidote to the Black Death.

The longboat splashed down and eight sailors together with twenty bronze-clad hoplites climbed in. Nets and empty sacks were tossed into the middle. Lastly, Ganvid, the monkey-familiar and I climbed down. The boat rocked unsteadily, spilling in water because the gunwales were only inches from the green sea. The sullen sailors began rowing without a comment. I listened to the creak of oars and ducked as an improperly dipped oar-blade splashed up water. The water landed on my neck. A few soldiers jested quietly, hoping that women lived on the island, but a glare from Ganvid made them fall silent. We landed, jumped ashore onto a sandy beach, and quickly found a leopard-path. We began marching inland, the sailors hacking in front with machetes, chopping away excess growth. The day grew hot and insects buzzed near, landing and drinking our blood. It was near the hour of the Gannet when we finally began tramping upward. The sun hung halfway between noon and dusk. In time a deep chasm lay to our left as we followed the trail -- the trail was large enough for seven men abreast.

Soon we heard the high-pitched chatter of natives. Rounding a bend we came face-to-face with orcs. They had wartish, yellow skin and wore smelly furs. Their long, gnarled and knotted arms held poisonous whip-sticks: slim three-foot long willow-branches with sharp tips, dripping a greenish-yellow fungi-poison. A touch could kill. The orcs had beastly warthog faces with close-set eyes, flat noses like apes and bone-white tusks jutting upward from undershot jaws. While only four feet tall, where were over thirty of them. The orcs

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were like baboons, ruled by the strongest male clique.

We eyed them closely. The sailors held up their machetes and stepped back into the ranks of the spearmen. Finally one of the orcs, he had a red cloth wound around his bullet head, shuffled forward and spoke the common tongue surprisingly well.

"Why are you here?"

Ganvid held up his arms and stepped forward. "O mighty leader, we come to hunt in the Caves of Deeth Kar. Gorgoroth command us so."

The orc nodded safely, his lips pursing like an ape. A heavy ridge of bone hung over his eyes. I had never seen eyes so black or so small as his. "What will you give us?" he finally asked. "Gorgoroth has taught us to demand payment."

Ganvid lowered his arms, picked up his unstrung bow and bowed his square-topped head. Then his head jerked up and a crazy smile twisted across his mouth. "A man!"

"No!" I heard myself shout. "No more sacrifices."

Ganvid darted me an evil glance, Nis his monkey did as well.

The orc shuffled back, and in my opinion seemed ready to flee.

"Yes!" Ganvid shouted. "We will pay you a man, a sailor. Will you let us hunt then?"

The orc glanced at me, his sly black eyes darting away from my gaze, then he glanced at Ganvid. He smiled and finally nodded.

I could not bear to watch another man so haphazardly slain. Stepping beside a soldier, I snatched his heavy spear and ran three steps, hurling the weapon. It arched, the sunlight glinting off it. The leaf-shaped head knifed into an orc's chest who stood beside the leader. The orc staggered and flipped to his back. The others surged forward, their whip-sticks swishing about.

Ganvid turned his back to the enemy and faced me. "Stop or you shall die!"

The orc leader held out his arms, motioning the others to wait.

Suddenly a hoplite jumped me from behind and bore me to the ground. I resisted, but three more jumped in and they soon had me pinned. Grit filled my mouth.

Ganvid moved into vision and hissed, "That was stupid. You must follow my quest, obey my rules."

I heard the screams of the sailor that Ganvid had given the orcs. They were undoubtedly dragging him to the copper pot in the village square.

"Listen to me!" Ganvid shouted. The monkey-familiar hissed from Ganvid's side. "You must agree to never do such a stupid thing again, and never make another unilateral action. Why, you didn't even tell the others of your attack. Who are you that you think you can make decisions for the entire group? Your action jeopardized us all. Remember, I am the leader, you joined me. We follow the Prince of Shadows. You are in His pay. I cannot understand your stupidity, your arrogance, your insincerity to Him!" He painted from his

hysterics while Nis continued hissing.

I wondered at his ravings. The man was mad. But I would agree, looking for a chance to rid myself of this Priestly madman. Meekly, I said, "I'm sorry M'Lord. Forgive me."

His lips set in a straight line and his eyes narrowed. "Are you truly sorry?"

"Yes," I said, my hatred of him growing. This was unmaning, but he would learn what it meant to play with a Seer's pride.

"Very well. Bind his arms and bring him along."

A sharp squeal and thin strands of sickly-white thread shot down from above. Thread lashed a hoplite's face and he fell with a scream, writhing on the stone floor as thread burned his cheek and turned his eye egg-boiled white.

"Use the nets!" Ganvid shouted, yanking me near as he lifted a hoplite's shield. Spider-bat thread hissed against the leather-hide.

The squeals moved closer and in the torchlight I saw an eight-legged monstrosity with thin bat-wings. Out of its insect-like mouth spewed silky thread. I ducked; the thread flew past.

Ahead hoplites shouted savagely, throwing nets into the air and swinging mewling catches against stalactites. One by one the torchbearers fell, kitten-sized creatures clinging to their necks.

"Run!" Ganvid shouted. He tossed the shield, picked up a sputtering torch and knocked a bat out of air in laughing triumph. Its wings caught fire and it shrivelled into a cindered ball. The stench was terrible. Running down a slanted passage -- we were deep within the caves -- Ganvid turned left at a Y crossing and raced down a dark tunnel. In moments we came to a thick rusty door surrounded by red lava.

"In!" Ganvid barked. "Hurry!"

Six hoplites clanked past, one with a torch, the others with bags of geas-lichen that they had scraped off the walls earlier in the day. Three soldiers up the tunnel battled spider-bats. One swung a net, caught a fury eight-legged creature and stabbed it with a dagger. Thread from a second bat scorched his face. He died screaming as the bloody knife clattered onto stone.

"Shut the door!" Ganvid ordered.

The six warriors grunted. Nothing happened; the door held fast.

Only one bronze-clad hoplite now battled the spider-bats. They crawled over him while he foamed in berserk rage, plucked them from his chest and stabbed them with his dagger. He staggered and fell. Three bats gazed up at us, their red eyes glowing with malice. They lifted with a humming buzz and flew at us like arrows.

"Harder!" Ganvid shouted.

A hoplite yelled, calling out to his god.

The ancient door creaked, moved an inch, creaked louder and then swing shut with a bronze clang.

A hoplite who had lost his sandals gaze at me in the flickering torchlight, his black eyes wide and sweat beading his trembling lower lip. "We're all

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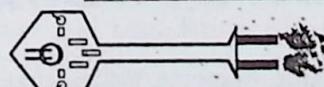
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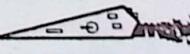
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going to die," he whispered to me.

"Untie my hands," I whispered back, "and I'll take you under my personal protection." Seeing his hesitation, I added, "A magic-user can survive where a hoplite dies."

He licked his lips and glanced at Ganvid. "I—" he began.

But Ganvid lifted his torch just then and moved past us to stand at our lead. "The rest of the way is safe." His eyes gleamed wetly in madness and fanaticism, and his jaw thrust forward in total confidence. "The others died so we could finish the mission."



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"Which is what?" I asked, hoping to sway the warriors. They were terrified. Whatever hold Ganvid had seemed to be slipping.

He bit the inside of his cheek and slowly chewed the flesh, watching me closely. Breathing deep, he mocked, "The unbeliever asks that? You who take the law into your own hands? Keep your tongue still and question not."

"I'm of little help like this," I said, changing tact. "How about untying me?"

He sneered. "No. So far, Seer, your's has been a scavenger's role. You've yet to earn your keep. That comes later."

"Care to tell me what you have in mind?" I kept my voice level and businesslike, glancing at the hoplites to see what effect my words had. The monkey chattered angrily and scratched his gums with a dirt-encrusted finger. Smoke drifted from the two torches and hung above us. The soldiers stared at the monkey, then quickly cast their eyes downward. Whatever mutiny was building, Nis had somehow squashed it.

The march down took hours, longer than it had taken us to climb from the sandy shore to the cave entrance. From my reckoning it was near midnight when we came to a shiny bronze door at the end of a flight of obsidian steps. A hand-sized circle in the door made of interlinking gouged-in triangles -- held a grinning, bullheaded image of an idol's face. Water dripped from the rocks overhead; the air was damp and cold. One soldier kept constantly coughing.

Ganvid stepped forward, setting Nis to the ground, and ran his fingers over the door. "At last," he hissed. "At last." Turning, he ordered, "Cut his bonds and take his sword."

After the rope parted I rubbed my hands, trying to bring back circulation. What stood behind that door? I wondered.

Ganvid drew a scroll from inside his robes and handed it to me. "Open the door," he said. "Do it quickly."

Gazing at the scroll, wondering what it was, I immediately felt great dread. It was written unmistakably in blood. A grim sign. In the margins I noted faint words of warning.

"Tesk" Ganvid said, motioning to a hoplite. A sandal scraped against the floor and a spear-

point poked me in the back.

"Don't skim through first," Ganvid said. "Chant the top paragraph and open the door."

"Can't you?" I asked.

The monkey hissed, while Ganvid scowled darkly. "I'm not a magic user who works in foul ways. A priest is pure and unsullied."

"Then you can't work spells?"

Ganvid scowled more, chewed on his finger, then hissed, "I don't work spells, Seer, but can perform certain miracles. There's a vast difference."

I nodded slowly, wondering: If I opened the door would I be slain out of hand? Was I merely a living key?

"Open the door," Ganvid said. "Or I'll have you impaled."

A glance at the top paragraph of the scroll showed me that it was a complex opening spell; I set my mind into the proper frame and stepped forward. I chanted the invocation and felt the mana drain, learning then that this was a crypt. The bronze door groaned open. A soldier gasped and called upon Gorgoroth.

We stepped into a vast room. Lurid murals of naked women being chased by goat-legged men filled three entire walls. A four-foot high dais of black stone stood in the exact center of the room. Swords, spears, silver coins, gem-encrusted goblets, rotted sacks of gold-dust, leather-bound books, mirrors, and much much more lay scattered about the entire room. In the back sat a gigantic bronze idol of a red-skinned monster with four arms and a bull's head. The idol's eyes were closed and he held a whip and a chain; his other hands were clenched into fists.

"Gorgoroth," Ganvid whispered.

"Look at all this loot," a warrior laughed, slapping a fellow hoplite on the back.

Ganvid arrogantly asked them, "Did I not say it would be so?"

They nodded.

"Quickly now, push those six braziers around the dais, fill them with geas-lichen and light them. Then, pick and choose whatever you desire. It's yours with my blessing."

The warriors moved jauntily. They stepped over the litter. Tesk kicked a three-pronged silver candleholder. It clattered against a gold inlaid mirror and the mirror shattered, sending tinkling shards over a mass of gold coins. They dragged huge bronze braziers beside the dais, spaced them evenly at Ganvid's orders and lit them after dumping the geas-lichen. Sod-smelling odors filled the room as white smoke billowed thick. The hoplites began wandering around the room. At first they grabbed everything at hand, then they started tossing things back and became more selective. Sounds of pleasure filled their wanderings.

"Up on the dais," Ganvid said, poking my back with a sharp dagger. I climbed, followed by Nis and Ganvid. Once up I saw that strange symbols, glyphs really, were etched on the smooth stone.

"A pentagram?" I asked.

"Never mind." Ganvid thrust the scroll back into

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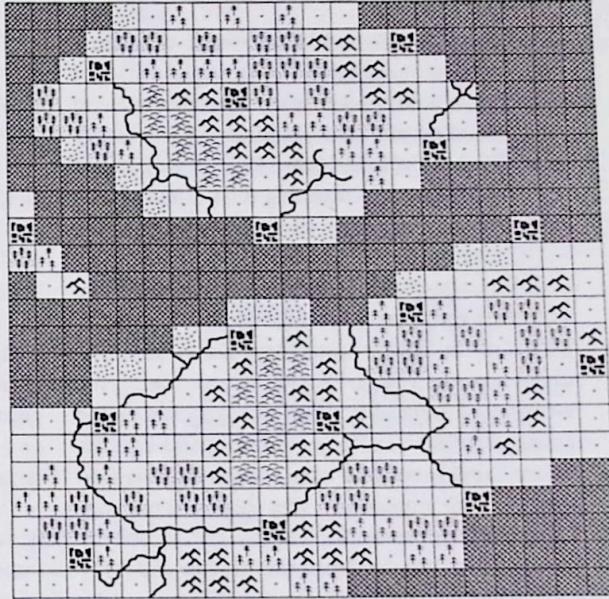
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my hands. "Start chanting the rest of the paragraphs."

"And if I refuse?"

"Look at Nis."

I did. And to my horror I saw Nis grow, until he stood taller than I and twice as wide. Mad and hideously intelligent evil eyes glared at me.

"Chant or I'll give you to Nis."

The men were unaware of what was happening; they kept looting.

"What of the hoplites?" I asked.

"Nis!"

The ape -- one could no longer call him a monkey -- jumped behind and grasped my arms, pinning them to my side. Ganvid strolled forward and picked up the scroll, holding it in front of my face. By now the white gas-smoke drifted around the room like early-morning mist. The six warriors moved sluggishly, their glee echoing dully.

"Chant or die."

If I'd known what he wanted me to chant I like to think I would have accepted death -- though I'm afraid my humanity would have found reasons to chant anyway. I started the invocation, reading the words as I went. My mind focused only on the strange sounds and my mana drained rapidly. When I finally realized what I was doing it was too late. To stop would have sent me to a screaming Gorgoroth Netherworld. The last syllable left my mouth. The smoke from the brazier suddenly drifted to the grinning idol and swiftly entered the

wide nostrils. Finally the hoplites turned and stared at us.

"Tesk!" one of them called, "Look at Nis!"

The warriors began calling to Ganvid, but Ganvid stared at the idol in rapturous wonder, his tongue dragging across his lower lip.

The idol stirred. The room lost its dampness and cold. Now it felt hot and very dry, like a furnace. The idol's eyes opened and deep laughter bellowed out.

"Image of Gorgoroth!" Ganvid shouted. "Accept my gifts!"

The idol sat forward and stretched his long arms, scooping up the warriors before they could react. One by one he popped them into his bull-like snout like candy. Their armor crunched and the screams were soon stilled. He belched and sat back, regarding Ganvid with those horribly evil-wise eyes.

"It is done!" Ganvid lifted his arms and shook his fists. "Too long have I lived in this horrid world, too long has life's mockeries and miseries been my companion. I call upon you Image of Gorgoroth! Awake that you may give the world peace. The peace of Death!" He wet his lips, studying the idol, grunted, then continued. "Freely, great Gorgoroth, do I give you my life. It has no meaning now. I despise life; I spit at life; I yearn to end all life!"

The idol nodded, opening his bull snout, but only a croak and white smoke came forth.

Ganvid turned and stared at me with glazed eyes. Sweat popped from his forehead in big oozing

drops. "He needs more blood. Soon, Seer, I'll give myself to noble Gorgoroth. Think of the honor I do you. Your worthless, blasphemous life will be used to cleanse Avara and give it peace. What honor I do you. Can you even begin to understand it?"

"You wish to die?" I asked meekly, the ape still pinning my arms.

"Of course. Why would anyone wish to live on this foul planet? Long has the Shadow Sect wished to do this, long has it wished to end everything."

"I wish to end everything as well," I said. "I never realized you did too."

Ganvid blinked.

"I kneel to great Gorgoroth." I tried to kneel, but the ape held me up. "Please let me kneel, Ganvid. I yearn to do homage and forsake my magical ways before feeding the great idol of Gorgoroth. Please, I beg it of you."

Ganvid frowned.

"I know my ways have been wrong. I see now that I have been arrogant, presumptuous and haughty. Let me end in humility and kneel to great Gorgoroth."

Ganvid finally nodded, a smirk stretched taut across his face.

The ape let go, and in that instant I lunged at Ganvid, clawed at his belt and tugged out his dagger. He fell back, his arms windmilling. Then, even as Ganvid shouted to Nis, I spun around and plunged the dagger into the ape's hairy chest. The ape



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roared, blowing foul breath in my face. I pushed hard. Nis staggered backwards. His foot went back, then stepped out onto nothingness. Nis clawed at me as I leaped away. My shirt ripped from my back and fluttered in his hands as he fell into the idol's waiting hand.

In a moment Nis died in Gorgoroth's bull jaws.

I barely turned around in time to see Ganvid charging me. I dove and tackled him, quickly flipping his thin body over and driving his chin against the black dais.

"What now?" I yelled.

He struggled, then began sobbing. "Please. Let me up. I must sacrifice myself to Gorgoroth. Let me go!"

I didn't. I waited instead, watching the Image of Gorgoroth after binding Ganvid with his white robes. For over an hour the idol stared at me, croaking words that made no sense. I ignored it all. Only after the idol shut his eyes and his arms took their former position, and the braziers stopped burning, did I leave, dragging an unwilling Ganvid with me. Of course, on the way out I filled an empty sack with gems and picked up a tightly tied scroll. I untied the document and scanned the contents. It had something to do about Avalon's old King Preman's great grandfather begetting an illegitimate son. I smiled, wondering what Baron Rinard Cloagan of Avalon, the city's most ruthless merchant-prince, would pay for this document. I tucked it in my belt.

I locked the door. Since it would be too anti-climactic to relate the adventure back up the cave, it is sufficient to end with this:

After passing the area of the spider-bats -- they were out hunting -- and scraping the antidote for the Black Death off the walls, I met the sailors that Ganvid had made wait near the cave entrance. It was simple convincing them to follow me rather than Ganvid, especially since the hoplites were gone. On our way down the mountain trail we again met the orcs.

"Where is our king?" the red-head-banded leader asked.

"King?" I asked.

"We saw the smoke from the mountain. It is said that when the mountain smokes, a king shall walk from the caves."

I smiled grimly. "And how will you keep this king?"

"Why, in the throne-cage."

"A throne-cage?"

The Orc leader grinned. "No king should overcome the will of the people. That is bad. Better that we have our king in safe keeping. Now, where is our king?"

"You think we have him?"

"Better from you, than..." He glanced at the three volcanoes.

"I understand," I said, realizing that this orc was a crafty fellow who desired to keep his power. "Will you see to it that your king is kept alive?"

The Orc puffed out his thick chest. "Of course. It is said that when a king dies, all leaders must die."

My smile broadened. Hating Ganvid with deep loathing, I also didn't want to kill him because that's what he wanted most. Therefore, I said, "Here is your king, O great Orc leader." I pointed to Ganvid.

"Him?" He stepped forward and poked Ganvid's bony ribs.

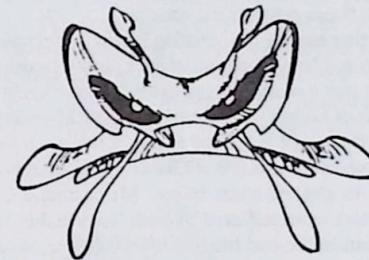
"Yes."

"I see we'll have to force-feed him on nuts and berries."

"No!" Ganvid screamed. "No. Let me die!"

"Sorry," I said. "Not today."

After giving Ganvid to the orcs, the sailors and I marched to the carrack and set sail for Avalon. The journey back? Well, that's another story.



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ADVANCED GAMING ENTERPRISES

Crack Of Doom

This month saw a respite in the great conflict between the DOA/EGA coalition and the CSA as both sides apparently backed off to rebuild before the next round of fighting (or perhaps to work out a peace settlement). There was also a pause in the conflict between the LOOT alliance and Lawful forces on the island of Mycenea. This month saw a number of battles of smaller scale than those in recent months, but battles that may have far reaching political consequences.

In Eastern Panagea outside the city of Narga Thum the Kodan Raman alliance continued to exercise its growing power. The 1st Kodan Division (Chaoti Orcs) launched a devastating attack on the Estarian Rangers (Lawful NCA Elves). In a bloody engagement the Elves' 500 man army was destroyed and hundreds of Non-warriors were slain. Narga Thum's City Leader Garland Embellish is said to be livid at this outrage and to be demanding an end to these outrageous attacks.

Further east on the Vivatian Plains the infamous Black Scorpion (Orcs, members of the Lords of Doom alliance) finally met a worthy opponent in a titanic battle with the Swords of Gideon (Lo-Kee worshiping Humans). As the Black Scorpion prepared to attack the small Sabre and Lance army the Swords of Gideon launched a determined attack to defend their allies. More than a thousand casualties were suffered by both sides in this devastating battle but in the end the Swords of Gideon, though successful in defending their allies, were defeated.

CTF 2187 Game #84: Turn #4 saw Side #1 passing Side #2 in the ratings and retaking the lead. Both teams continue to concentrate their efforts on enemy Bots rather than striking at the enemy Command Posts and these tactics are having devastating results. Next turn could see the destruction of three Bots, mostly from Side #2, which could seriously hamper their chances for victory.

Turn #5 saw Side #1 expanding their lead as the battle becomes increasingly fierce. This turn saw the game's first casualty as Lt. Little Huey II (who was the second highest-scoring Pilot) was forced to eject from his heavily damaged Reaver (VR = 1.44, DR = 2.62). With everyone ignoring the CPs and concentrating all of their attacks on enemy Bots the casualty count is expected to rise over the coming turns. The best Bot Victory Rating is 1.63.

Game #86: Turn #2 saw Side #2 able to expand their lead as the fighting becomes even more intense. This turn Side #2 remained largely entrenched while Side #1 moved aggressively. Though this hurt Side #1 in the short term (as they suffered more damage while moving through the open) it does help give them the initiative, allowing them to largely dictate the course and nature of the battle.

Turn #3 saw Side #2 continue to expand their lead as

Side #1 has yet another low-scoring turn. Side #2 is becoming increasingly mobile while making good use of the available cover. This allowed them to completely confound Side #1's tactics this turn. Side #1 had better start to turn things around or things could start looking grim for them. The best Bot Victory Rating is 0.92.

Game #87: Turn #2 saw Side #1 expanding their lead in a low-scoring turn. This game is very unusual in both the deployment of the various Bots and the fact that only half the bots have actually scored so far (or been hit). It appears that Side #2 is preparing for a CP attack but those Bots that are close to breaking through are now surrounded by the bulk of the enemy team. Next turn should be exciting! The best Bot Victory Rating is 0.47.

Game #90: Turn #1 got off to an exciting start with Side #2 taking an early lead and Sides #1 and #4 tied in a close second place. Side #3 had a bad first turn -- taking a number of hits and scoring none of their own. However, they are a competent team and should make a good showing for themselves next turn.

Adventure Simulation Games

MegaPrix

Circuit #1: After 5 races Boutsen, driving for Tom Scanga has a 14 point lead in the Driver Championship. In the Team Championship The Originals (owned by Scanga) has only a 5 point lead over Crusin' Classic's (owned by Louis Gagliano).

Circuit #2: After 3 races Senna, driving for Dan Morgan has a 18 point lead in the Driver Championship (by winning the first 2 races). Senna's team The Comets (owned by Morgan) has only a 1 point lead in the Team Championship.

Circuit #3: After 1 race Piquet, driving for Mark Foster has 20 pts, with Foitek driving for Gerar Cherpock at 14 pts, and Martini driving for David Wilson at 12 pts. Foster's team also leads the team totals.

Circuit #4: This game just started. All the teams bidding for drivers; to get behind the wheel of 1 of their 2 F-1 cars.

Dark Blades

Game DBDB: The most loyal groups on the island received horses, plate armour, and other items for their perseverance.

Game DBDC: Some groups are joining together to combat a few of the traders who built up huge mercenary groups, to guard their towns and attack the country side within their reach. Some traders have over 15 mercenaries.

Game DBSS: This is the slow (international) game. The players are still working independently, not trusting anyone. The traders are doing very well selling to war-

riors trying to buy up arms and equipment.

Game DBEE: This is the most fierce game yet. Congratulations to The Strange Legion (Tony Gonzales) for being the first player to wipe out another player from the game. We would also like to compliment (Ben Vincent) for helping to set up the Black Fox Empire. The strongest alliance in the game.

Game DBFF: This game is up to turn 6. Right now the players are feeling each other out, and working on their skills. The tension is very thick.

Ark Royal Games

Adventurer-Kings

Game 45 of Adventurer-Kings was an all-EMail game. Witch Glenda T. Good (Gordon Monson) was elected Emperor and won the game, capturing an impressive 52 out of 100 points, as the Good players won some critical last-turn battles against the Pagan alliance. Second place was taken by Sheik Yerbouti (Kurt Wicklund) with 11 points, an impressive showing, considering that this was his first game. Says Gordon, "I would like to thank the other players in the 'Goody Two-Shoes' alliance for making my victory possible. I consider the outcome to be debatable, had the vote not worked out, with the Pagans having an edge in veteran armies that might have offset the coordination of the Good Side." Gordon goes on to give some of the credit to Nicky Palmer, the co-ordinator of the Good alliance. Nicky and Rich Eisenman are continuing the game to "see who would have won" if the issue had not been settled by a vote among Kings.

BLUE PANTHER ENTERPRISES

Empires For Rent

Game 1 - Congratulations are in order for Stewart Wieck [with 45% of the galaxy's production] and his ally Mark Macagnone [25%]. Only one other active position remained to the bitter end - Brendan Herlihy with 27% of the Zeta Cluster's production. Game 1 ended on turn 24.

Game 2 - This game ended on turn 20 - with an alliance victory being declared by Adam Spatz [with 51% of the galaxy's production] and Stephen Dorneman [29%]. Other players who toughed it out to the bitter end were Doug Hynd and Kent Boelling. Congratulations to all and many thanks to the playtesters. Without your input, the game could not have reached the point it is at now, and your help was sincerely appreciated.

The Boys of Summer League #1, Season #5

In the AL East, the Nighthawks [107-55] took top honors, while the Southern Lugnuts [94-68] took second, the SI Supermen [84-78] in third, and the Okie Candles [80-82] in fourth. The division was rounded out by Red October, the DC Bombers and the Ruxpins.

In the AL West, the Tornadoes [101-61] held on over the Oregon Cascades [97-65], Men Without Hits [89-73] and Wiess Wizards [84-78] rounded out the top 4. Also making a comeback were the Sheepshead Baymen [who almost had their first .500 year], Orion, and the Maneuverers.

In the NL East The Longshot Louies [110-52] had the top spot all to themselves. They were followed by a tie between the Milwaukee Maulers & the Concord

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Derelects [88-74]. The Jazz [86-76] took fourth, with Joes a distant fifth and the Old Jokes lived up to their namesake.

In the NL West The Cavaliers [108-54] held off the Avenging Maniacs [103-59]. The Infringers were close behind with a 99-63 record. The Mount Vernon Cougars slipped into fourth with an 87-75 record, while the Great Lakes Gumps and St. Louis Spirits had off-seasons.

The Boys of Summer League #2, Season #4

This season was marked by hot races in almost every division, with only two teams winning over 100 games.

In the AL East the Hooksville Bluesox [93-69] edged out the Poconos Pinheads [89-73]. The Clinton Comets [84-78] and The Dead Celebrities [83-79] stirred up excitement. This division was rounded out, in order, by the Toronto Steamers and a sizzling hot race to avoid the basement between the Memphis Mass [54-108] and the Big Bellied Boys [53-109].

The AL West had several heated contests [1-2, and 3-4-5 were very close]. The Cucamonga Coconuts held on [105-57] over the Denver Thunder [103-59]. The California Gauchos [88-74] sweated it out with the Reno Rollers [86-76] and the Record Breakers [84-78]. The Pasadena Opossums were in there to the bitter end as well [79-83] and the Toonsters [60-102] rounded out this section.

The NL East was the domain of the Longhorns [92-70]. The Washington Posters [86-76] toughed it out vs. the Oceanside Pirates [84-78] for second and third, respectively. The Georgia Rebels [78-84], Oklahoma Naturals [70-92] and Chicago Cubs [69-93] brought up the rest of the action.

The NL West was anyone's guess until the Waco Wabbits [91-71] clinched it over the Cubs [87-75] and Texas

Twisters [85-77]. The dreaded Team 26 [from Outer Space?] eked out fourth place [80-82] over the Cleveland Indians [77-85] and the Barton Creek Nine [67-95].

Earnshaw Enterprises

Conquest

Game #6: Illeum and Nigel have succeeded in wiping out Banta's holdings between them and are now engaged in a bloody duel. Illeum is definitely getting the upper hand, using a more effective defensive strategy, saving gold for larger offensives, and concentrating on keeping the biggest cities by defending them more heavily. Banta, Eastmark, Sylvan, Helos, and Montero have all been completely swept away, leaving Illeum in control of over 40 cities with Nigel controlling the rest. Unfortunately for Nigel, it seems just a matter of time until his once-strong empire becomes a footnote to history!

Game #7: This game is over halfway filled, and we are still seeking more players so we can get it underway.

Outer Reaches

Game #3, Turn 6: Several of the players in the middle of the map have stumbled across each others' ships and colonies. Even now, these players are beginning to build up their planetary defenses and building up their fleets with a larger number of warships. Several cruisers have been built, and one player has even ventured to build three battleships! It is not yet clear whether these are defensive moves or if one or more of the players are building offensive strike forces. The next few turns should see some diplomatic maneuvering to avoid armed conflict, but even the best diplomat would have trouble forestalling a determined Saurian...

ECKERT GAMING GROUP

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GAME THREE 23 TURNS

Charles Mercer	37 Provinces
Wayne Aikman	25 Provinces
Tony Webb	23 Provinces

GAME FOUR 21 TURNS

No Winner	57 Provinces
First-Burce Brudick	34 Provinces
Second-Larry Lucas	11 Provinces
Third-Robert Rycroft	11 Provinces

(Tie)-Doug Hynd	11 Provinces
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GAME SIX 17 TURNS

Jeff Wetstone	71 Provinces
Mark VanRoosendaal	23 Provinces

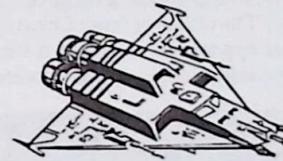
GAME EIGHT 14 TURNS

Phil Chenevert	46 Provinces
William Newland	21 Provinces
Matt Chenevert	16 Provinces

GAME NINE 13 TURNS

Andre Gold	51 Provinces
Douglas Brindley	26 Provinces

Congratulations to Phil Chenevert, our First Two-Time Winner, to Jeff Wetstone for a new record in Provinces owned, and to Doug Hynd, for forcing the first and only Non-Alliance Ending. Games with fewer than 104 Provinces owned by Three Winners ended when all enemies were eliminated. Two Player Alliances need only 77 Provinces in order to win, Single Player Victory requires 58 Provinces.



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Back issues of Paper Mayhem are still available. Below are issues that are still available, listed with the reviews that they contain. For each order for back issues, include \$1.25 for postage and handling. For 2 or more issues requested an additional .70 per extra issue is to be added after the initial \$1.25. All back issues are first come, first serve, so give alternative choices.

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ENTERTAINMENT PLUS

Adventurer's Guild

(excerpt from the diary of Ramon "Tolstoy" the Small)
Twenty Sixth Week of the Year of the Wolf

Business outside of the guild kept me from participating in the training battles this week, but I did manage to return from the library in time to accept a challenge fight from Lancer Thelandira. The fight was a toughie, with Lancer and her lightning-quick short spear attacks keeping me constantly on guard. She got me in the leg early in the fight, even though I tried to use my Blink magic to evade the attack. I dazed Lancer with the Daze spell, but she fought the effects off before I could capitalize on her confused state. The action continued on for quite some time, and I could see Lancer was getting tired quickly as she worked so hard at keeping the initiative. Luckily my Blink spell saved me from a vicious thrust at one point, allowing me to go on to stand gasping over the exhausted Lancer. All in all, I think we both learned much from the fight.

The battle winners for the week were: Dark One, Asa, Lancer Thelandira, Crazed Dwarf, and Lew Rith. The big excitement though was the huge team fight, pitting the Wanderers against the group Inner Chaos. It was five against six, but the Wanderers won the marathon melee without a single fighter dropping. Inner Chaos seemed a bit disorganized, with Dark One rushing forward as the rest stayed behind. Koss got in trouble as Lord Fandil and Patrel Rushlock engaged with him, and even the magical help of Pallida Mors could not keep Koss from going down. Pallida soon followed, a victim of Lord Fandil's deadly spear. The others of Inner Chaos fared no better against their opponents, with all but Dark One yielding or losing consciousness. As the Wanderers sur-

rounded the exhausted Dark One and made ready to finish him, Killian stopped the fight and declared the Wanderers as the winners.

I'm anxious to get back to the library. This new spell I'm working on is going to help out immensely when adventuring. If ethereal matter can be coerced into providing some kind of protection from missile weapons (as my initial research indicates) then I'm going to have a big surprise for Graydawn.

[If you think you'd like to join Tolstoy in the Adventurer's Guild, see the Gameline section]

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FL-98=Dan Broom. FL-99=Dale Mohar.
FL-100=Bernie Nicewicz. FL-103=Steve Virostek.

Galactic Conflict games:

GC-76=Ted Frick. GC-77=Ted Frick.

Mobius I games:

MO-26=Dennis Vandenberg.

Nuclear Destruction games:

ND-786=John Ramsay & Basil Daoust (tie).
ND-787=Eric Knight & John Muije (tie). ND-789=Jay Fox & Ken Vogel (tie). ND-790=Christopher Mauchline. ND-791=George Sourlis.

Starweb games:

SW-1062=Ronald Ruemmler. SW-1067=Basil Daoust. SW-1082=Ronald Ruemmler. SW-1088=Richard Pottorf. SW-1097=John Symons. SW-1102=Duane Brockway. SW-A1103 (Anonymous game)=Tony Gribi. SW-1105=Mark Pfister. SW-1106=Darren Bedwell. SW-A1108 (Anonymous game)=Lawrence King. SW-1109=Michael Wells. SW-1110=Barry Bailey. SW-1111=Michael Lundy. SW-1112=Frank Lowther. SW-Z1113 (EMAIL game)=John Lagos. SW-1114=Terry Humphrey. SW-1115=Seth Austin. SW-1116=Martin Lally. SW-1117=Dave Stender. SW-1119=M. Paduch. SW-1120=Russell Miller Jr. SW-1123=Peter Dickson. SW-1124=John Dietz. SW-GRP/3 (private game)=Graham Price. SW-L/18 (extra long game)=Stefan Roth. SW-M/133 (multi-game)=Marilyn Neuschaefer. SE-M/137 (multi)=Dave Roy. SW-M/139 (multi)=Rex Battenberg.

World Wide Battle Plan (equal forces) games:

WW-20=Jeff Nyquist. WW-35=David Jacobson. WW-A14 (anonymous game)=Cpt. Richard Bamberg. WW-A15 (anonymous)=Rod Zumstein. WW-A24 (anonymous)=Sam Moorer. WW-A25 (anonymous)=Larry Rodin. WW-A29 (anonymous)=Michael Corey.

World Wide Battle Plan (real forces) games:

WW-5 the winning alliance=Jim Hearsum (Argen-

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tina/Chile/Venezuela) & Lachlan MacQuarrie (Colombia/Cuba/Mexico) & Raymond Gluck (Poland/Romania) & Larry Rodin (USA) & Del Wilson (Russia). WW-9 Russ Beland (Israel) won all by himself, the first solo win of a "real forces" game. WW-23 the winning alliance=Francis Reed (China) & David Navarre (France) & James Hager (Great Britain) & Del Wilson (Russia).

WW-38 the winning alliance=Brady Dalton (France) & Del Wilson (Germany) & Kyle Mizokami (Israel) & George Dannenberg (Russia). WW-39 the winning alliance=Mikel Jones (France) & George Dannenberg (Germany) & Todd Clifford (Great Britain) & Matt Engelke (Israel) & Brady Dalton (Russia). WW-41 the winning alliance=Jim Eckert (Arge/Chile/Peru) & Jason Ley (China) & Alan Losh (Ethi/Kenya/Somalia) & Jerry Eckert (India) & Paul Leary (USA). WW-42 the winning alliance=Mikel Jones (Germany) & Todd Clifford (India) & Jim Eckert (Israel) & George Dannenberg (Russia).

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Game 199-Y'r Spinc Tor: #21

In an incredible game lasting over 40 turns, Player #21 emerges victorious as Master of Earthwood! May the laurel wreaths of success adown his brow for many games to come!

Venom

Game 14-Apocalypse, God of Chaos: #10

In a fierce ninth dimension duel, Apocalypse, God of Chaos delivered the final death blows to his opponents in only two rounds of the Final Combat. All hail to the Victor!!

Game 18-Gordito, God of Avarice #10

The ninth dimension duel in this game took all three rounds for Gordito to finally rid himself of all opposition. The last to fall was Lobishomen, Demigod of Ugsmeness, and a bitter fight it was right to the end!! All hail to the victor!!

INNER DIMENSION GAMES

Sirius Command

Game 3, turn #1

The newly elected national leaders opened the game by sending their diplomats and covert operatives rushing to get their immunity shots. 44 attempts were made to woo non-played nations into the active players spheres of influence (only 22 succeeded). Wary players would note that the Solstrike regime had gained diplomatic access to 5 non-played major powers (a potential boon in returned influence points).

On the dark side, several major powers sent their spies out into the world to spread their poison. Over 20 nations received these untrustworthy guests into their loyal populations, with Fremonia issuing the most passports to date. One might also guess that Solstriker and Banshein tactics will be underhanded given the fact their spy schools have already graduated over 12,000 new spies a piece. Freedonia, Dillond, and Comcanama should pay attention. Dissidents in their nations effectively interfered in the process of changing commodity work rates, reserve rates, slush fund taxation, and anti-missile production.

As expected, even with a stable world economy at hand, an arms race has reared its angry head. Word from the agency of Master intelligence has it that over 10,000

anti-missiles, and 100,000 tactical units are in production. Amputeeville is thought to be producing in excess of 30,000 of tacforce by itself! This may be bad news for Solstrike who has boldly braved cold-war relations with almost every other major power. This is surely due to a major modification of its national character.

Game #3, turn #2

Strategic thinkers began to look seriously at their economies. The world commodity market was still adequate for all but the most intense buying sprees. Yet, Freedonia, Jordi, Comcanama, and particularly Banshein have either begun to increase various commodity capacities or production work rates. Banshein has every one of its production sectors working at 100%. If the world can keep absorbing this kind of output, the return in influence points for national wealth should stay well above 100,000 per turn.

Jordi and Banshein are keeping a relentless pressure on the arms race cooker. However, the war machines of Breaux Bridge, Dillond, and to a lesser extent the rest of the major powers are gaining steam. One can only guess why tens of thousands of Jordian, Dillondi, and Freemonian tacforces were moved into their neutral battle zones from their home nation zones.

National leaders have begun to understand the workings of international diplomacy. In 26 attempts at increasing shperes of influence, there was only 1 failure. While the Dillondi foreign affairs dept. showed the most aggressiveness, collecting 10 new nations, the Solstrike leadership boasted of the 150,000+ influence gained thru control of only non-played major powers. This was not missed by others as most players jumped in to get a piece

of the action.

Correspondance spy schools were in hot demand. It must be so, or how could Banshein and Solstrike each add well over 25,000 new spies to their rosters. The end result was predictable, bloodshed in 5 nations. Using internal security as an excuse, over 1200 (spies) were killed (coincidentally causing the death of 400+ others in the process). Maybe they were right! Dissident activity in Jordi and Fremonia cost the respective leaders 5000+ and 1100 in influence when they attempted to increase tacforce production. Jordi also registered minor anti-government problems in attempting to increase industrial production. The Breaux Bridge, Fremonia, and Comcanama administrators might be on the right track to defuse these potential problems. They all raised their wage rates and therefore the standard of living in their respective nations.

LAMA

Domination games finished recently and their winners:

Game 30: Ross Hartshorn

Game 39: Hal MacFarlane

Game 41: Hank Helley

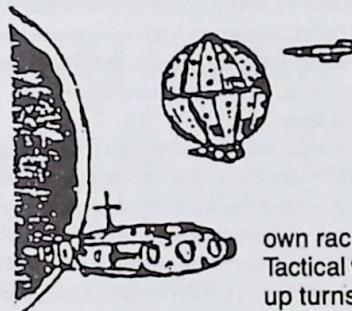
Game 43: James Stafford

Game 49: Rodney Wenz

Game 55: Martin McCullough

Congratulations to all and we look forward to seeing all of you in a Game of Champions at some point in the future.

EXODUS



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Control Star systems, attack the enemy or your own race in your attempt to rule everything.

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A 14 day turn around time allows you to accomplish diplomacy and still have speedy results.

Closed-ended, EXODUS will have a winner who will receive a FREE GAME and active players on the winning side will receive FREE TURN credits.

At \$2.25/turn for your first fleet and \$1.00/turn for a second fleet built with the first, you will spend between \$4.50 and \$6.50 per month.

Rule Book: \$1.50; Set-up: \$1.50

The game is limited to two fleets per position and two positions per person to prevent anyone from buying their way to victory.

Up to 18 orders for each fleet owned. No hidden charges and no extra charges for battles. Please specify which side you wish to play or if you don't have a preference, you will be placed on a side picked by the computer.

GRENNADE GAMES
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Mindgate

Stars of the Dark Well

War Moves into Shin System as Urr Clash with DR and MF
MF/C IBEAN STATION (Shin System) - Urr warships made two separate attacks against the DR Audacity last month, doing serious damage to the Ranger ship and to defending Minfact settlements.

The first attack came on day 24 of 04-150. The UC Claw of Conciliato (30,000 tons) and the UC X-Kalib-Urr (30,000 tons) launched a beam and missile attack against the Audacity. The Audacity was in dock at Ibean Station at the time, but was defended by riders launched from the surfaces of New Landhaven and its moon, Shire. During the initial round of combat, the Urr ships inflicted heavy damage against the riders from MF/E NLME-1, but the UC Claw of Conciliato also took moderate damage to her amidships section. Riders from MF/E NLME-3 and SME-2 were shot down before reaching their target.

The sides exchanged fire again during the second round of combat. Many of the NLME-1 Riders were destroyed, but not before the Claw of Conciliato was knocked out of action with further damage amidships.

The UC X-Kalib-Urr continued to pound the MF Rider force from MF/E NLME-1 during rounds 3 and 4, but the riders continued to intercept the UC missiles targeted on their settlement. The riders were finally wiped out however, and during round five 20 nuclear missiles detonated at the settlement, destroying it completely.

During the final round of combat, the X-Kalib-Urr blasted the remaining defensive riders of MF/E NLME-3. The DR Audacity was not hit.

On day 30 the 30,000 ton UC Bee-52s also attacked the DR Audacity. This time, there were no Minfact defenders to interfere with Urr plans and the UC ship pounded the Audacity with beams for 6 full combat rounds, doing heavy damage to her fore and aft sections. There was no response from the Audacity as she sat in her dock at the city.

Rumor of Ground Battles on Warners Keel, Flag, and in Vitus Belt

RT/C UTOPIA (Vitus System) - Renewed ground action seems to be occurring in a number of places throughout the inner Vitus System. Rumors of battle are circulating around the system as reports of intercepted combat communications surface. The main areas of conflict seem to be on Warners Keel, its moon Flag, and at the nearby +05/+05 trojan point of Vitus Belt.

SCHUBEL & SON INC.

Global Supremacy - Game 31 - The CSA, Rhine Alliance and WPF continue to make gains against the DFA. Alaska, USA and Canada have all been invaded. A DFA member has reached TAL 6. With new, high technology equipment the DFA is fighting back. Their cruise missiles are devastating.

Global Supremacy - Game 32 - Japan is falling to attacks by the Sakhalin Islands. China and its empire is being overrun by members of The Phoenix Foundation. Canada is fighting hard against the ACT on Canadian soil. The fierce war between Finland and Norway continues. There has been much fighting in Sweden between the two enemies. Sudan and its recent conquests are being overrun by members of the Greater African Unity

Alliance. A few countries have reached TAL 2 and are building updated planes.

Computer Boxing - Top five fighters are: 1) Neanderthal 2) Alluran 3) Son of Garth 4) Berzerker 5) Jackson. Neanderthal has remained World Champion for months now. He is proving to be unbeatable.

SINBAD'S GAMES

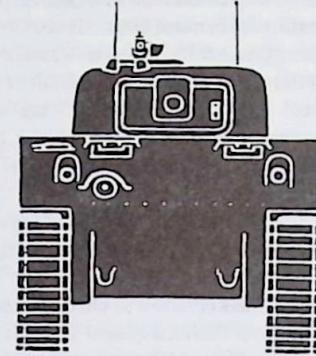
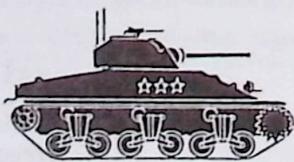
Coupdetat Game #4

With fourteen turns completed, the field has abruptly thinned and some of the end-game alliances have begun to firm up. HELENA was the first country to defeat an opponent, eliminating SEVILLE on Turn 12. LISBON eliminated VICTORIA on Turn 13, and CARTAGE finished off TAKAISHI on Turn 14. TANANA has been reduced to a single city by the combined attacks of ZANNDAR and ELKMONT, despite intervention by amphibious forces from CORDOVA who recaptured the city of Rim from ELKMONT, repulsed a joint counterattack by the invaders, and then failed in his attempt to expand his bridgehead by taking Catch. TANANA has gained time to strengthen his capital, but will probably fall soon.

HELENA immediately began moving East, taking half of an offshore island that belonged to VICTORIA at the same time as LISBON took the other half. This looked like a possible point of conflict, but LISBON and HELENA allied on Turn 14. The HELENA-COLOGNE -LISBON alliance now dominates the Western side of the playfield. To their North, KEMP-TON continues to chip away at PIEDMONT, leaving PIEDMONT with only two cities and momentum against him.

The Eastern side of the playfield is where the ZANNDAR-CARTAGE-ELKMONT alliance is now dominant against TANANA on the landmass that they share. CORDOVA, on his own peninsula, has the Navy to support landings and screen the approaches to his own cities, but may be in trouble once the alliance builds up its own Naval forces.

The Center area, where seven players are battling it out on a single landmass, has continued to be inconclusive. No player has been able to eliminate any other, and most are fighting two-front wars. NICOBAR has repeatedly lost and recovered half of his cities in skirmishing with FENWICH. FENWICH is also trading airstrikes and ground probes with VERACRUZ and is at least holding his own. NEWBURY has been able to remain out of the fighting and has not allied with either of his neighbors, FENWICH and VERACRUZ. TASMAIL, who is allied with FENWICH and HELENA, lost one city to ALEXANDER but later recaptured it and has counterattacked into ALEXANDER's territory, but has not taken any cities. ALEXANDER seems to be on the defensive after failing twice to take TASMAIL's capital. OLMONK, has not committed any more ground forces since taking one of TASMAIL's cities. Now that HELENA is able to reinforce TASMAIL from the West, things may change in the Center.



WARLORD STRATEGIC GAMING

RULES OF ENGAGEMENT playtests

Playtest One

Well, the first playtest campaign is well into its (chaotic) Setup Phase, in which all players find out what they need, and scramble to find out where to get it. The diplomacy is very intense; letters fly back and forth between players at a furious pace. Several Non-Aggression Pacts and a plethora of Trade Agreements have already been signed.

Some Nation Which Shall Remain Nameless has, in the newsletter, announced a Weapons Auction. His newly-developed Strategic Defense (Land Based) Surface to Air Missile is up for sale to the highest bidder, and is bound to be a hot item in this troublesome nuclear world.

The Monarchy of Anarchy (oft called Monarchy of Anachronism) has made it clear that it intends to shape the rest of the world in its own image. This has set off an explosive diplomatic crisis, with no fewer than four nations declaring their intent to thwart his expansionist schemes through the use of force. About half the campaign world has suddenly jumped to Nuclear Alert, and we're still in the Setup Phase! Obviously, diplomacy is going to be a huge factor in the ongoing campaign.

Some nations are showing great imagination and creativity in the way they sculpt their armed forces. Some people seem to go for a variety of task-specialized mechanised units, while others have a few tank-heavy monster units backed up by acres of virtually unarmed screaming fanatics. At any rate, they certainly aren't letting their operational and structural freedoms go to waste.

Playtest Two

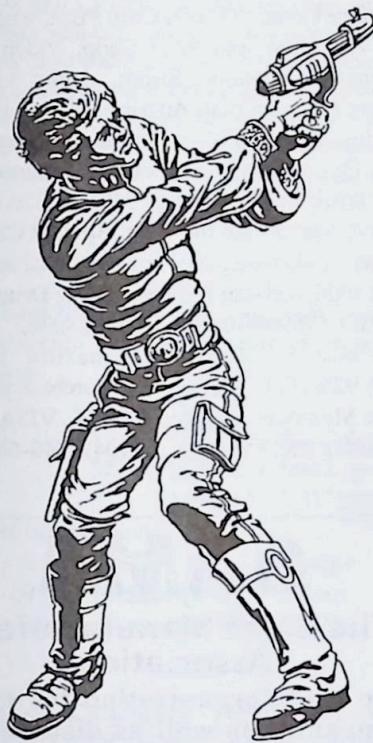
The second playtest is staggered slightly behind the first one, but by the time you read this article, they should be finishing up their Setup Phase. Several notable changes have been made: most importantly that the Dryan Commonwealth headed by Raif Murray has dropped out of playing the campaign in order to moderate it! When the smoke started coming out of my ears I decided that more hands were needed. The two of us will together moderate both campaigns, with the excellent Computer Battle Management System crafted by the illustrious Steve Knox (ov).

At the time of writing, I have not heard much from the people in the second campaign; they are all quite calm thus far, as compared to the bedlam of the first campaign. Perhaps we can stir things up a little bit for them, and spice up their lives.

Best wishes, everyone, and Good Gaming!

THE S.S. CROMPTON CHALLENGE!

by Steven S. Crompton



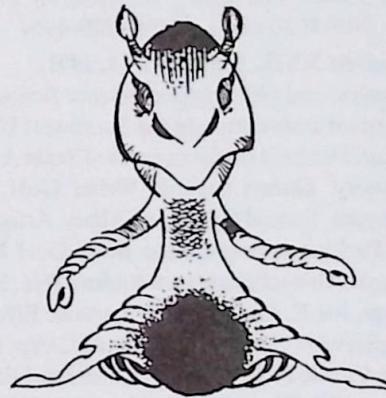
Ever since I've been in the Who's Who of PBM I've been deluged with offers from companies to play in their games. After awhile I realized that there are a lot of moderators. More games than anyone could play in a lifetime. This started me thinking; How many PBM companies are there? And how many have there ever been? There must have been well over 200 legitimate moderators by now.

I have no idea how many there really are, but I began to gather a collection of as many different PBM company logos or symbols as I could find. Being a graphic artist, I enjoy studying how all the different companies presented themselves. Then I began to think about how you could get all these strange and varied images in one place. The cover of this issue of Paper Mayhem is the result of my ponderings.

Scattered on the illustration are over 40 names, logos or symbols of PBM companies, magazines and associations. Some of them are obvious, some of them are camouflaged. But the hard part of my challenge will be for you to be able to identify the names of companies from logos in the drawing. All the companies in the illustration either exist

or have existed in the last several years. Paper Mayhem will release a complete list in the next issue.

A note to PBM companies: I choose and placed your companies symbols & names based on the visual appeal of your logo. I didn't place them based on the size of your company or whether I like your games. Frankly, I was surprised how many of the bigger companies didn't have logos (or at least didn't use them in their advertising). If you do have a logo send me one. Maybe I'll do a second illustration using everyone I missed.



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Conventions

THE FIFTH COMPUTER GAME Developers' Conference - Sunday, March 10 - Tuesday, March 12 - San Jose, California - Hyatt Hotel. Planned Sessions: Imaginary Experience in Films & Games, Virtual Reality, Legal Tips, Tricks & Traps of Software Contracts, Ethics & Social Responsibility in Games, Self Publishing: Operations, Self Publishing: Marketing & Distribution, Designing the Perfect Adventure Game, On-Line Multiplayer Games, The Adventure Game Question, Dealing with Publishers, Programmer-Designer Interface, Storytelling Games, New Directions in FRP Gaming and much, much, more! Computer Game Developer's Conference 5339 Prospect Road, Suite 289, San Jose, CA 95129-5020. For more information phone: (408) 946-4626 or Fax: (408) 379-4954

AggieCon XXII, March 21-24, 1991.

The largest and oldest annual science fiction/fantasy/horror convention in the Southwest United States will be held on the campus of Texas A & M University. Guests include Writer GoH Fred Saberhagen, Special GoH Lynn Abbey, Artist Goh Keith Parkinson and Comic Book GoH Marv Wolfman. Also scheduled are Richard Pini, Kerry O'Quinn, Joe R. Lansdale, George Alec Effinger, Lillian Stewart Carl, L. Sprague de Camp, Rory Harper, Carole Nelson Douglas, and Brad Foster. Tickets are \$13 if bought before March 1, 1991, \$16 if purchased after. One day passes are \$10. The con features a fully stocked Dealers' Room, gameshows, hall costume contest and masquerade ball, SF film festival, Japanimation and video rooms, party room, art show, Quest (live action RPG), lazer tag, RPGA tournaments and 24 hour open gaming. For information write AggieCon XXII, MSC Cepheid Variable, Box J-1, College Station, TX 77844, or call (409) 845-1515.

GAMEX '91: May 24th-27th, 1991 at the Los Angeles Airport Hyatt Hotel.

GATEWAY 11: August 30th-September 2nd, 1991 at the Los Angeles Airport Hyatt Hotel.

ORCCON 15th: February 14th-17th, 1992 at the Los Angeles Airport Hyatt Hotel.

GAMEX '92: May 22nd-25th, 1992 at the Los Angeles Airport Hyatt Hotel.

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INCONJUNCTION XI

InConjunction XI will be held July 5-7, 1991 at the Adam's Mark Hotel in Indianapolis, IN. Our guests are: Author GOH, Victor Milan; Artist GOH, Vincent Jo-Nes; Toastmaster, Arlan Andrews. Other GOHs include Michael Kube-McDowell and Mitch Foust. Registration is \$15 until April 1, 1991, \$20 thereafter and at the door. Rooms are \$66 - single, double, triple, quad. Programming will include: Panels, Gaming, Art Show, Dealers Room, Filking, and Dances. Write:

InConjunction XI
PO Box 19776
Indianapolis, IN 46219

DRAGON CON '91

July 12 - 14, 1991 at the Atlanta Hilton and Towers, Atlanta, Georgia. Confirmed Guests include: Piers Anthony, Philip Jose Farmer, L. Sprague and Catherine de Camp, Margaret Weis, Tracy Hickman, George Alec Effinger, Stan Bruns, Jack Crain, Mike ("The Wizard of Speed and Time") Jittlov, Frank Miller, Lynn Varley, Brian Bolland, Dave Stevens, Al Williamson, The Atlanta Journal-Constitution.

ta Radio Theatre, and many many more. **Events include:** Fantasy Role-Playing, Strategic, Miniature and Computer Gaming in over 100 Featured Tournaments, 24-Hour Open Gaming, Four Tracks of Programing with over 80 Hours of Panels and Demonstrations, Writer's Workshop, Costume Contest (\$1,000 Cash Prize, write for info), Art Show and Print Shop, Video Room, Japanese Animation Room, Audio Listening Room, Consignment Auctions, Con Suite, Filk Singing, Weapons Demonstrations, Awards Banquet, Quick-Sketch Competition, and more! **Pre-registration:** \$22 through 3/15/91, \$26 through 6/15/91, and \$30 at the door. Special Club Discounts are also available. For additional info, send a self-addressed stamped envelope to: **Dragon Con '91**, Box 47696, Atlanta, Georgia 30362, USA or call our 24-Hour Information line at (404) 925-2813. You may also purchase your Advance Membership using AMEX, VISA or MC by calling Ticketmaster at (404) 249-6400.

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If you'd like more information write to **GAMA** at: 3304 Crater Lane, Plano TX 75023 or call (214) 242-1516.

Origins '91

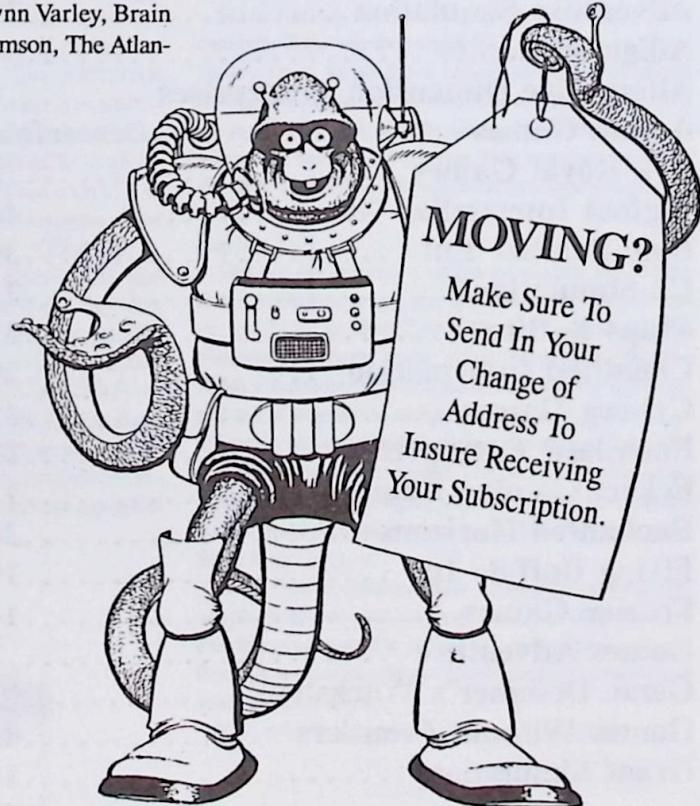
The National Gaming
Convention, and Exposition
July 4-7, 1991

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PBM BULLETIN BOARD

The PBM BULLETIN BOARD is your opportunity to place player notices, rumors, advertisements, etc. Rates are 5¢ per word with a 20-word minimum. Your return address and game name that your notice is concerned with are free. Companies that wish to use the PBM BULLETIN BOARD for advertising will be charged 5¢ per word fee and \$30.00 for their return address.

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PBM COMPANY RATINGS AS OF 1-13-91

The PBM Company ratings are ratings on the service of PBM companies sent to us by readers and other PBM gamers. The companies are rated on the scale of 1 to 9 with 1 being the lowest and 9 being the highest ratings. Companies listed have a minimum of 10 responses.

Things to consider when rating the companies are dependability, quickness of service, how well they handle player questions, how well they keep their players informed, and how well they adapt to the player needs. You can update your rating periodically if there are changes in the service of the company. Just send in another rating sheet and we will change the rating on your file.

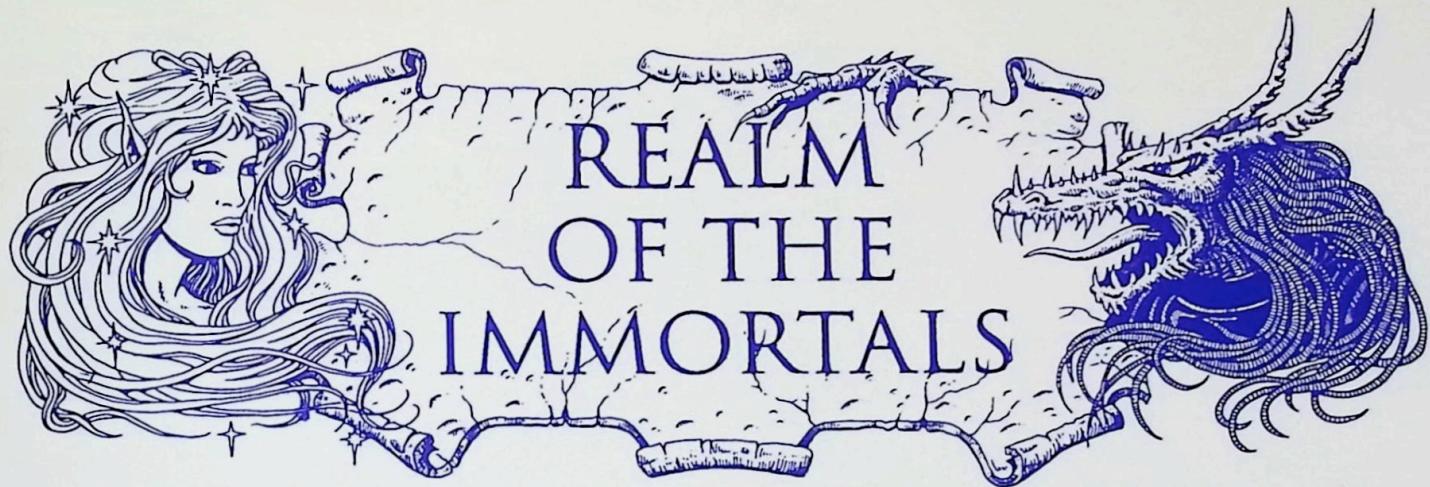
	COMPANY	RATING	RESP
1	Grandel Inc	8.525	59
2	Sar-a-kan Games	8.389	18
3	Twin Engine Gaming	8.250	36
4	C-T Simulations	8.086	29
5	Simcoarum Systems	8.071	14
6	Ark Royal Games	7.972	18
7	Silvius & Berchtold	7.952	21
8	Prime Time Programming	7.915	82
9	Orpheus Publishing Co	7.900	35
10	Midnight Games	7.776	145
11	C2 Simulations	7.768	25
12	Battle-Magic Gaming	7.750	30
13	JFH Games	7.731	13
14	Games Adventure	7.727	11
15	Flying Buffalo Inc	7.703	277
16	Graaf Simulations	7.651	159
17	LAMA	7.641	47
18	Andon Games	7.513	78
19	Emprise Game Systems	7.476	74
20	Blue Panther Ent	7.438	16
21	Eckert Gaming Group	7.416	37
22	Cyborg Games	7.414	76
23	Game Systems Inc	7.383	137
24	Dragonbyte	7.188	32
25	Advanced Gaming Ent	7.143	63
26	Games Without Frontier	7.140	25
27	Palace Simulations	7.000	15
28	Zorph Enterprises	6.984	55
29	Galactic Simulations	6.967	30
30	Vigard Simulations	6.938	12
31	Advent Games	6.848	33
32	Rolling Thunder Games	6.660	72
33	Fantastic Simulations	6.589	73
34	Rebel Enterprises	6.588	17
35	Marguerite Dias	6.500	11
36	Infinite Odysseys	6.467	15
37	Mindgate	6.417	12
38	Clemens & Associates	5.676	34
39	Adventure Simulations	5.477	13
40	Adventures By Mail	5.341	198
41	Quest Games Inc	5.323	31
42	Schubel & Son Inc	5.194	107
43	Reality Simulations	5.151	188
44	Pegasus Productions	4.947	114
45	Full Moon Gaming	3.500	13

PBM GAME RATINGS AS OF 1-13-91

The PBM Ratings are ratings on PBM games sent to us by readers and other PBM gamers. The games are rated on the scale of 1 to 9, with 1 being the lowest and 9 being the highest in the ratings. Games listed have a minimum of 10 responses.

Things to consider when rating the games are playability, design, ease of understanding the rules, and ease of understanding game printouts. We have a separate ratings for PBM companies. Only rate the games that you are currently playing. You can update your rating periodically if there are changes in the game. Just send in another rating sheet and we will change the rating on your file.

GAME	COMPANY	RATING	RESP
1 World War IV	JFH Games	8.167	12
2 Modern World Conquest	Prime Time Programming	7.983	29
3 Fire in the Galaxy	Sar-a-kan Games	7.944	18
4 Adventurer Kings	Ark Royal Gaming	7.917	18
5 Sovereignty	Silvius & Berchtold	7.792	24
6 Atlantrix	Battle-Magic Gaming	7.714	14
7 Supernova II	Rolling Thunder Games	7.710	71
8 World Conquest	Prime Time Programming	7.703	79
9 Legends	Midnight Games	7.684	49
10 New Dawn	Marguerite Dias	7.654	13
11 Epic	Midnight Games	7.633	115
12 Orion Nebula	Orpheus Publishing Co	7.631	35
13 Out Time Days	Twin Engine Gaming	7.589	28
14 New Order	C2 Simulations	7.510	21
15 Continental Rails	Graaf Simulations	7.469	72
16 The Next Empire	Cyborg Games	7.437	75
17 Star Cluster Omega	C-T Simulations	7.383	30
18 Starweb	Flying Buffalo Inc	7.317	142
19 Star Saga	Infinite Odysseys	7.313	16
20 WW Battle Plan	Flying Buffalo Inc	7.306	52
21 CTF 2187	Advanced Gaming Ent	7.300	40
22 Galactic Prisoners	Grandel Inc	7.271	59
23 Mobius I	Flying Buffalo Inc	7.265	49
24 Global Supremacy	Schubel & Son	7.104	53
25 Kings & Things*	Andon Games	7.102	49
26 Spiral Arm	Graaf Simulations	7.100	50
27 Swords of the Gods	Galactic Simulations	7.045	28
28 Into Infinity	Battle-Magic Gaming	7.043	23
29 Domination	LAMA	7.000	47
30 War 1940	Schubel & Son	7.000	14
31 Space Combat	Twin Engine Gaming	6.972	18
32 Alamaze	Pegasus Productions	6.969	135
33 Galactic Power	Vigard Simulations	6.886	11
34 Empyrean Challenge	Dragonbyte	6.875	16
35 Rimworlds	Palace Simulations	6.867	15
36 Quest/Great Jewels	Zorph Enterprises	6.769	54
37 Fleet Manuevers	Fantastic Simulations	6.759	58
38 Death & Sorrow	Eckert Gaming Group	6.746	37
39 Family Wars	Andon Games	6.736	36
40 The Weapon	Fantastic Simulations	6.733	30
41 Illuminati	Flying Buffalo Inc	6.695	64
42 Crack of Doom	Advanced Gaming Ent	6.611	36
43 State of War	Game Systems Inc	6.583	48
44 Battle Plan	Flying Buffalo Inc	6.569	35
45 Monster Island	Adventures by Mail	6.549	41
46 Earthwood/Original	Game Systems Inc	6.539	77
47 Earthwood/Sea Kings	Game Systems Inc	6.538	39
48 Evermoor	Games Adventure	6.538	12
49 Xenophobe	Emprise Game Systems	6.529	34
50 Company Commander	Schubel & Son	6.520	26
51 Warp Force Empires	Emprise Game Systems	6.502	47
52 Feudal Lords	Graaf Sim & FBI	6.467	106
53 Supremacy	Andon Games	6.423	13
54 Ad Astra	Dragonbyte	6.353	17
55 Darkworld	Rebel Enterprise	6.333	15
56 Stars of the Darkwell	Mindgate	6.333	12
57 Duellmasters	Reality Simulations	6.331	86
58 Blood Pit	Emprise Game Systems	6.309	11
59 Kingdom	Graaf Simulations	6.186	35
60 Galactic Conflict	Flying Buffalo Inc	6.154	13
61 Beyond the Quadra Zone	Quest Games Inc	6.150	20
62 Nuclear Destruction	Flying Buffalo Inc	6.071	28
63 Heroic Fantasy	Flying Buffalo Inc	5.865	85
64 Venom	Game Systems Inc	5.800	38
65 Crusade	Schubel & Son Inc	5.792	12
66 Takamo	Advent Games	5.740	33
67 Hyborian War	Reality Simulations	5.705	138
68 Starlord	Flying Buffalo Inc	5.670	44
69 Space 101	C2 Simulations	5.417	12
70 It's A Crime!	Adventures By Mail	5.294	148
71 Capitol	Adventures By Mail	5.058	26
72 Beyond/Stellar Empire	Adventures By Mail	5.016	32
73 Starbase	Quest Games Inc	4.824	17
74 Dark Blades	Adventure Simulations	4.278	18
75 Realms of Altair	Full Moon Gaming	3.769	13
76 Starmaster II	Schubel & Son	3.071	14



The dark arm of the Overlord stretches across the land. The Evil One's magic reaches out to strike down those who might oppose his will. Dwarven strongholds have been overrun by the Overlord's undead hosts. For the first time, Maratasen clans fight amongst themselves. Paverain and Talthain are gathering their strength for the struggle. Working neither for, nor against, the Overlord, the Dragon King has begun to shape events toward his own dark designs. The future of Verana is uncertain.

Only those valiant enough to take action will determine Verana's fate.



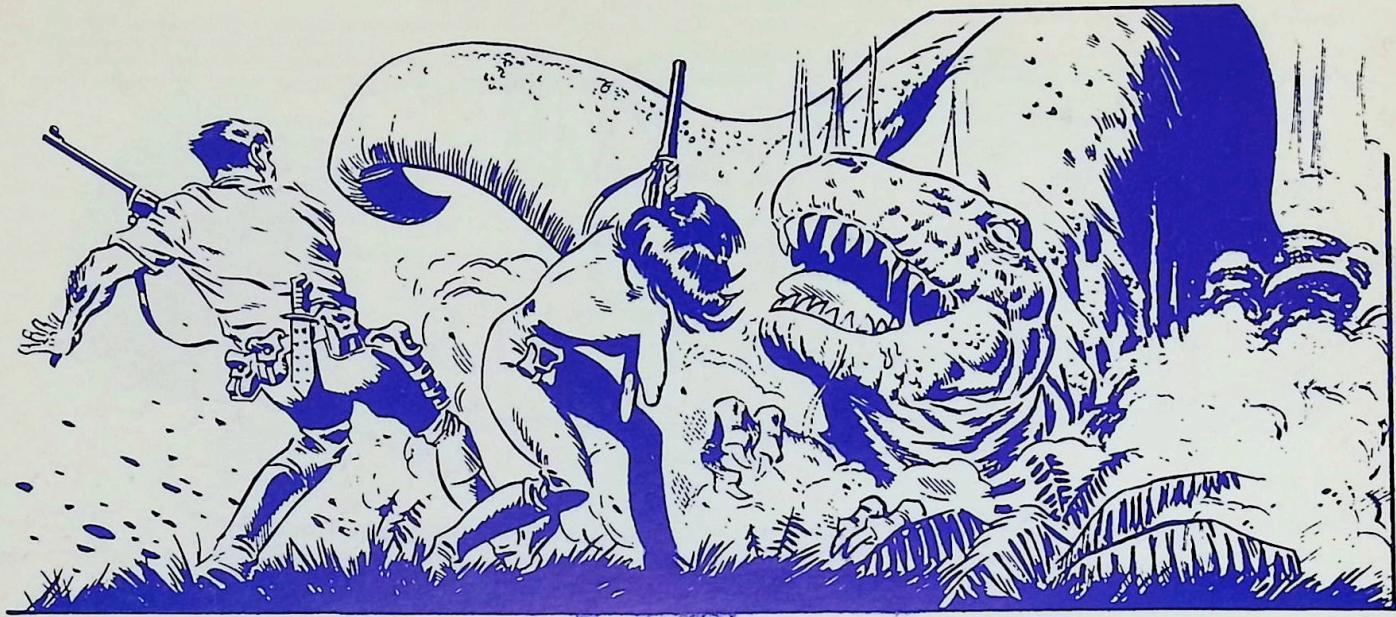
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